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This is my HangMan application. In short: it allows you to play a full game and generate a report on the number of wins and losses.

Graphical user interface, application, table, Excel

Description automatically generated

Eg: winning, with wordLength input = 3.

Graphical user interface, application, table, Excel

Description automatically generated

Eg: losing, with wordLength input = 5.

The details:

1. **Instructions** sheet: tells you how to use the HangMan application.

2.Game sheet: for running the application.

* Input the wordLength (the length of a word to guess)
  + **Error handling** on input

Graphical user interface, application, table, Excel

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* click Run HangMan (or: click **HM Custom Tab -> HM Button**): starts the game

Graphical user interface

Description automatically generated

* initialize (initializes the values, **GUI**, and worksheet drawing)
* **Connector (connects to the data base to get a random word of wordLength size)**

**Graphical user interface, application, Word

Description automatically generated**

* Cancel (to leave early)
* Ok (to confirm guess): **(modular programming)**
  + checkValid (check valid input: guess is not numeric/space and not already tried)
  + checkGuess (compare user guess to answer)
  + drawMan (draw body parts on the worksheet)
  + checkWinner (check if you win or lost the round and updates the worksheet stats)
  + updateGUI (redisplay GUI after last input)

3. Stats sheet: displays results over many games

* click Clear Game History: reset stats
* click **Generate Report: to create a report in Word**

Graphical user interface, application, table, Excel

Description automatically generated

The stats in excel

Graphical user interface, chart, application

Description automatically generated

A report in word

Notes: You can exit the report without saving or manually save it under another name. An example report is provided.