To achieve the preceding requirement, Peter needs to perform the following steps:

1. Ensure that the **HangmanGame** Java application is open and active.
2. Ensure that the **Hangman.java** file is open.
3. Open the **Activity3.1.txt** file.
4. Replace the code in the **Hangman.java** file with the code in the **Activity3.1.txt** file.
5. Add the following code snippet after the comment, // Instance variable, in the **Hangman.java** file:

String word = "australia";

1. Replace the code after the comment, //playGame functionality, within the playGame() method in the **Hangman.java** file:

int i, flag =0;

String input, guess;

Scanner sc = new Scanner(System.in);

do

{

System.out.print("\n Guess a letter in the word : ");

input = sc.nextLine();

for(i=0;i<word.length();i++)

{

if(word.charAt(i) == input.charAt(0))

{

flag=1;

}

}

if(flag==1)

{

System.out.println("This letter is present in the word");

}

else

{

System.out.println("This letter is not present in the word");

}

System.out.println("Do want to guess again(y/n):");

guess=sc.nextLine();

flag=0;

}while(guess.equals("y")||guess.equals("Y"));

1. Compile and execute the **HangmanGame** Java application.