Solution

To achieve the preceding requirement, the programmers need to perform the following steps:

1. Create a Java application, **HangmanApplication**.
2. Create a package, **game**, in the application, **HangmanApplication**.
3. Create a class, **Hangman**, in the package, **game**.
4. Replace the code in the **Hangman.java** file with the following code:

package game;

import java.util.Scanner;

public class Hangman {

    public void showMenu()

    {

int option;

Scanner sc = new Scanner(System.in);

        System.out.println("---------Menu---------");

        System.out.println("1. Play");

        System.out.println("2. Instructions");

        System.out.println("3. Exit");

        System.out.print("\nChoose the option: ");

option = sc.nextInt();

}

public static void main(String[] args)

{

        Hangman hg = new Hangman();

        hg.showMenu();

    }

}

5. Compile and execute the **HangmanApplication** application.