How did you apply encapsulation to your program's design?

In our design we used encapsulation in order to create our jumper, choose a word, track wrong letters, track right letters, show right letters, display the word, and show the end of game.

Class game includes: create\_jumper, choose\_word, and end\_game.

Create\_jumper is the function that shows our parachute man on the screen.

Choose\_word is the function that determines what word is being guessed.

End\_game is the function that checks the paramaters for either a won game or a lost game and returns this to the user.

Class track includes: track\_right, and track\_wrong

Track\_right is the function that tracks the right letters used.

Track\_wrong is the function that tracks wrong letters guessed, and counts down how many guesses are left, this function returns how many guesses are left to the end\_game function.

Class display includes: display\_word, display\_guess, display\_right.

Display\_word shows the word after it has been guessed.

Display guess shows right letters guesed