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LE 5.1 TicTacToe

TicTacToe
- game: TicTacToe [3][3] - turn: char - player1: char = X - player2: char = O
+ TicTacToe () + displayBoard (): void + addMove(char turn): char - nextTurn (char player1, char player2): boolean + determineWinner(): char + playAgain (): void - isWinner(): boolean - isDraw(): boolean + displayOutput(): void

LE 5.2 Game: Hangman

Hangman
- word: String [] - currentWord: String [] - guessLetter: char - misses: int
+ Hangman(): void + startGame(): void + guessLetter(char): boolean + displayWord(): void + isGameOver(): boolean + displayOutput(): void

LE 5.3 Password

Password
- pin: String [] - randomPin: int []
+ verifyPin(): void + getPin(): String [] + setPin(String, newString): void + readInput(): void + generateRandomPin(): void + validatePin(String): boolean + displayRandomPin(): void + writeOutput(): void