Hangman Action Plan

Step 1: First I will get the code that I have worked on previous assignments (InputDataFile.java, PhraseList.java, SecretString.java).

Step 2: I will set up the classes given to us in the assignments and add the starter codes to each respective classes.

Step 3: I will copy SecretString from HW4 to JSecretString.java

Step 4: The phraseList.java will have the main program (PlayGame.java) take the file name for the phrases as a command-line argument.

Step 5: I will work on Hangman class, by working on the specified methods

Step 6: I will work on SimpleUseButton.java and the specified methods and also try to implement the StringHandler.java interface.

Step 7: I will work PlayGame.java which is the main program.

Step 8: Test the entire program.