Hangman Project Reflection

I changed several variable names in code pieces in order to fit into the whole program.

One of the problems that I encountered that StringBuffer class does not have a contains() method, however, it does have an indexOf() method which returns the integer -1 if the given parameter does not exist in the given StringBuffer. (<https://stackoverflow.com/questions/43443435/what-is-the-equivalent-to-contains-for-string-buffers/43443508>)

Another major problem that I had is something wrong with toUppercase() method (according to my opinion) when we use the letter “i”. I solved this problem with using toLowerCase() instead in order to prevent potential problems caused by various user inputs.

The another problem in the main method is when you successfully guessed all the words in a correct manner, the program didn’t say “you win the game” ; however, it keeps requesting for more letters to input.

After some research, I determined the main reason for this particular problem is in the isGameOver() and main methods. In StringBuffer class, equals() method only compares the references for the objects and not the contents. Then I added toString() method to compare the objects’ String values with equals() method in the main and isGameOver() method. (<https://stackoverflow.com/questions/2012305/comparing-stringbuffer-content-with-equals>)

Finally program works perfectly as I didn’t encounter with any more problems after all the modifications.

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