

# Reflections of Hangman Game

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**1. StringBuffer:** In the first place, personally it was hard for me to use StringBuffer class in order to define my variables and work with it. However, when it comes to the display only known letters and hide others, StringBuffer class is very useful and also necessary; by just a String, it would be harder to accomplish this particular aim. So that, I changed all my String variables that we typed as a group during the lectures to StringBuffers.

**2. Mutators:** Even though we as a group have never typed mutators, when I tried to build my own version of Hangman Game, they were necessary. Without mutators, it is impossible to change private properties of another class. So that, I added mutators in my own code.

**3. equalsIgnoreCase:** Because it is not possible to know what the users will enter to the program, it is good to be flexible. So, using equalsIgnoreCase method is a better idea than using equals method. I updated my equals methods to equalsIgnoreCase methods.

**4. User Warning:** Because the users may enter non-alphabetical characters, it might be a good idea to warn them to enter only alphabetical characters but not counting this attempts as an incorrect try. I added this particular functionality into my code.

**5. Continue unless the user wants to quit:** A self-repeating game is much more user friendly; so that, I include this ability into my game. Unless the user wants to leave the game, it automatically restarts itself.