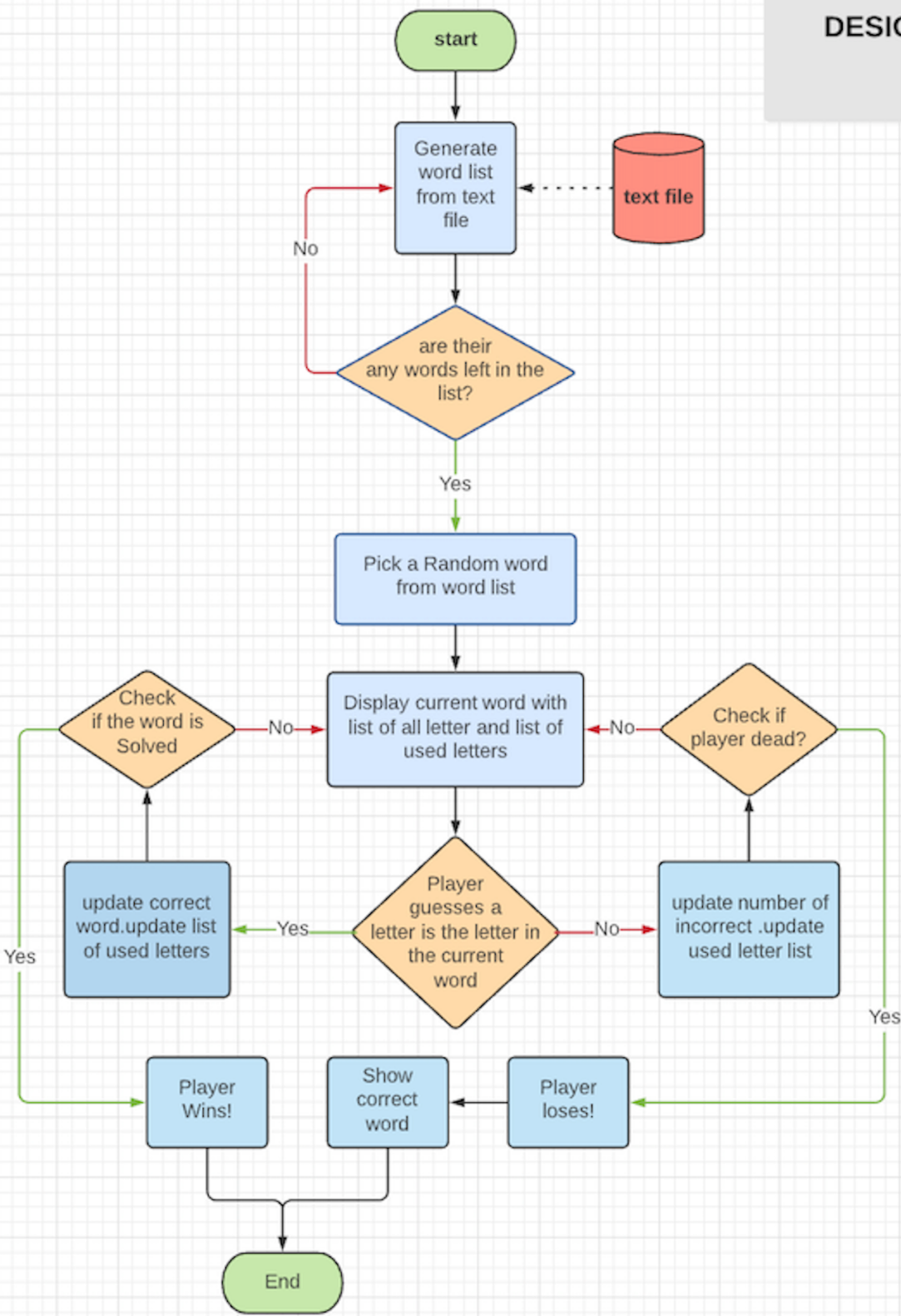


Q1: Create a flow chart

DESIGNING HANGMAN WITH  
FLOWCHARTS



Q2: Describe how you stored the user entries for the letters.

A: create two loop first loop choose random word and count letters after that print the letters like ' \_ ',  
second loop camper between the word letters and user printed letter.

Q3: What are the methods that your group created in your code? Describe each method in detail and why you chose to create each particular method.

A: game(), printArray() and isthewordguessed()

-game(): in this one choose random word from word.txt file, print the length of the word and print how many try user should try to win, they camper between the user input and the word letters by loop in this letters. If the word letters match user input, print win else print loose.

-printArray(): This method won't return anything, it a void method. Just print the random word sprated.

-isthewordguessed(): return true or false, if word letters equals to ' \_ ' return false main user loose, else word letters equals to user input return true main user win.

Q4: What was the most challenging part of this project for your group?

A: The most challenge part of this project was: choosing the random word from word.txt and when the user enters a correct letter then print out the message

Q5: What did your group learn/find the most useful by doing this project?

A: I learned from doing this project: helpful, use method inside method, convert a char array to a string

Q6: What was the most fun aspect of doing this project?

A: finishing the project.