

HangManMAin



```
graph LR; A[HangManMAin] --> B[HangMAN]; subgraph B [HangMAN]; B1[StartGame]; B2[Word Guessing Check]; end
```

The diagram illustrates a module call. A blue box on the left labeled 'HangManMAin' has a blue arrow pointing to a larger blue box on the right. This right box is divided into two sections: a top section labeled 'HangMAN' and a bottom section containing the text 'StartGame', 'Word', 'Guessing', and 'Check' stacked vertically.

HangMAN

StartGame
Word
Guessing
Check