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Evil Hangman

HangmanManager

private int guesses is the number of guesses the user has left

private ArrayList<String> dictionary holds all the words

Constructor: takes three parameters, a String array, holding all the words, an int for the length of the word to be chosen, and int max for the maximum number of wrong guesses the user can have

Set<String> words():

-goes through dictionary to look for words which fit the length specified

-searches the array, going one by one, and checking each term to see if it fits

-if it fits, then add into the array it will return

-returns an array with possible selections

int guessesLeft():

-tracks how many guesses the user has left

-returns the int for how many guesses are left

SortedSet<Character> guesses()

-tracks which characters the user has guessed

-each time the user guesses, that character is added to the array list

-returns the array list of characters the user has guessed

String pattern()

-returns a string with the current state of the hangman

-if the user has not guessed a letter in the word, a dash will display. If the user has guessed characters correctly, those spaces will be filled with the corresponding letter, with spaces separating each letter

int record(char guess)

-takes the char guess which is the user’s guess

-goes through the dictionary to find which words are available

-returns an int for the number of words which contain the characters the user has guessed

-updates the number of guesses