**mainGui.java**

mainGui class

constructor- mainGui

1. Start
2. Create a button playHangman which contains text “PLAY HANGMAN"
3. Make it visible to the user
4. Create a button playJumble which contains text "PLAY JUMBLE"
5. Make it visible to the user
6. Create a button playMagicNumber which contains text "PLAY MAGIC NUMBER"
7. Make it visible to the user
8. Create a panel named mainPanel
9. Add the mainPanel to the frame
10. Add all the buttons from 2,4,6 to the panel
11. Set the background of the gui to green
12. mainHandle is a method in the “theMainHandle” class in mainGui.java
13. all the buttons refer the ActionListener class which is theMainHandle
14. stop

main method

1. start
2. create a frame
3. display "Welcome to Behram and Abhyuday's Culminating Game 2011" in the title bar
4. Make the frame visible
5. If the close button is clicked the frame will close
6. Stop

theMainHandler class

actionPerformed

1. Start
2. If playHangman is clicked the hangman GUI will open up
3. If playJumble is clicked the Jumble GUI will open up
4. If playMagicNumber is clicked MagicNumber GUI will open up
5. Stop