**My Experiences While I Was Trying To Fix The Hangman Game**

Firstly, I had to look all of the codes to find most fitting ones. I choose two consturctors, a main, a choose secret word method, and our try this method.

* On my first try to compile there were 28 errors.
* I had to change all StringBuffers to String because on our try this method we used Strings and it was more difficult to change “try this” than others.
* After that there were 5 errors and I thought it will be easier than my expectation. They were about methods again, I changed little things, like changing usedletters to usedLetters. All 5 errors were gone but I got 34 more.
* New errors were about my main class. They used methods like hasLost(), which none of us used. I had to create them. I wrote isGameOver() and hasLost() methods.
* It finally compiled and I ran the hangman game, but it never entered the loop which creates a hangman object and then shows the secretWord like \*\*\*\*\*. Then I realized my isGameOver() method is not what they were thinking, so I change it.
* I tried to run the game again, this time it showed the secretWord like \*\*\*\*\* and I could play the game, there wasn’t any problem when I lost, but when I won the game, it didn’t tell me something like you win.
* I had to change my isGameOver() method again and this time it worked but there was another problem. When I won the game and try to play it again, it randomly gave me Array out of bounds exception.
* I tried changing things and it didn’t compile.
* And at the end I found that the problem was in chooseSecretWord method. The method randomly chooses words but sometimes it tries to choose 11. element of secretWord array which does not exist.
* I fixed the method and my game began to work correctly.

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