JAVA ASSIGNMENT

AIM: *To model a HangMan using Object Oriented Approach on Java.*

How I have Tried to solve the problem

1. ***Model a HangMan Class***
2. ***Use the HangMan Class to make Objects like***

- ***Head***
- ***LeftLeg***
- ***LeftFoot***
- ***RightFoot***
- ***RightLeg***
- ***Man***

Then I have used the Graph Data Structure to link them together

man.push(LeftLeg)
LeftLeg.push(LeftFoot)
man.push(RightLeg)
RightLeg.push(RightFoot)
man.push(Head)

What you are seeing above is the way by which the DataStructure is Linkek to create an entity called "man".

The man object (man is an object of the hangman class) , this can be controlled my just altering the position & angle . I have written recursive functions which will take care of the the RELATIVE position of all the other entities

I have been able to refresh my understanding of

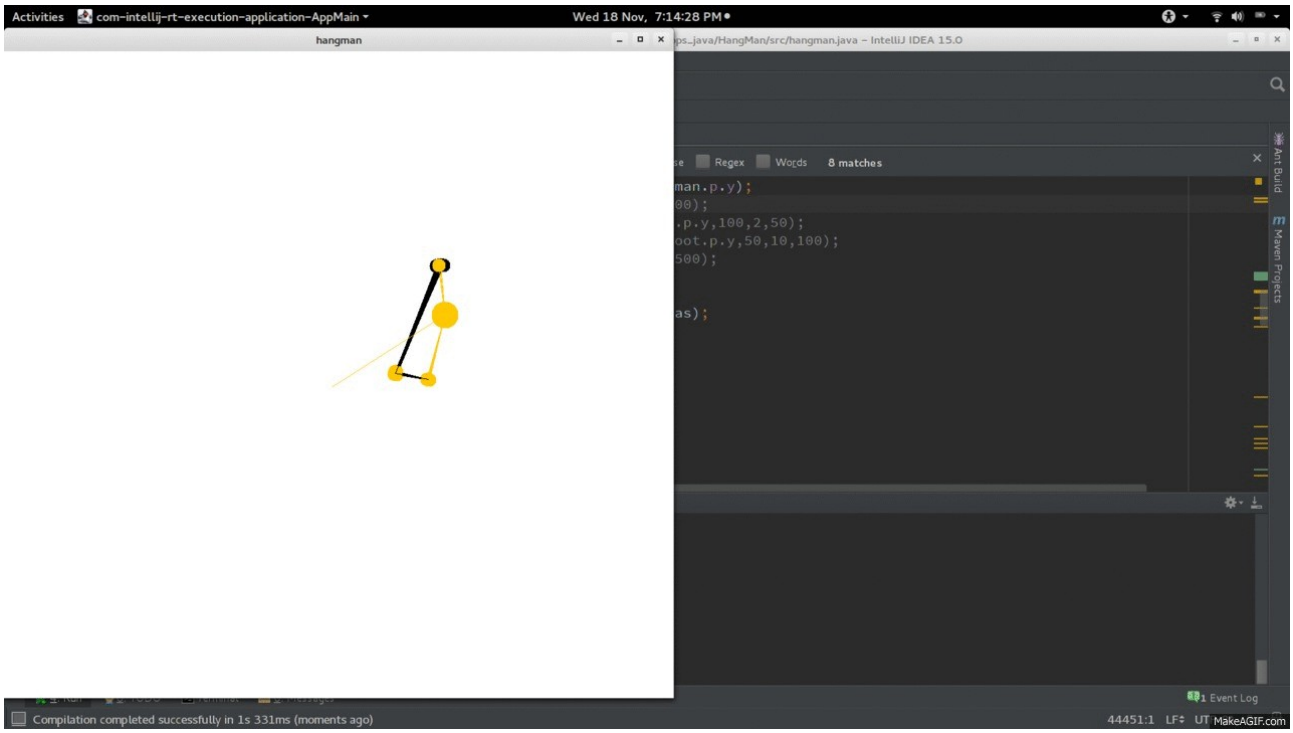
1. *Coordinate Geometry*
2. *Physics*
3. *DataStructures*

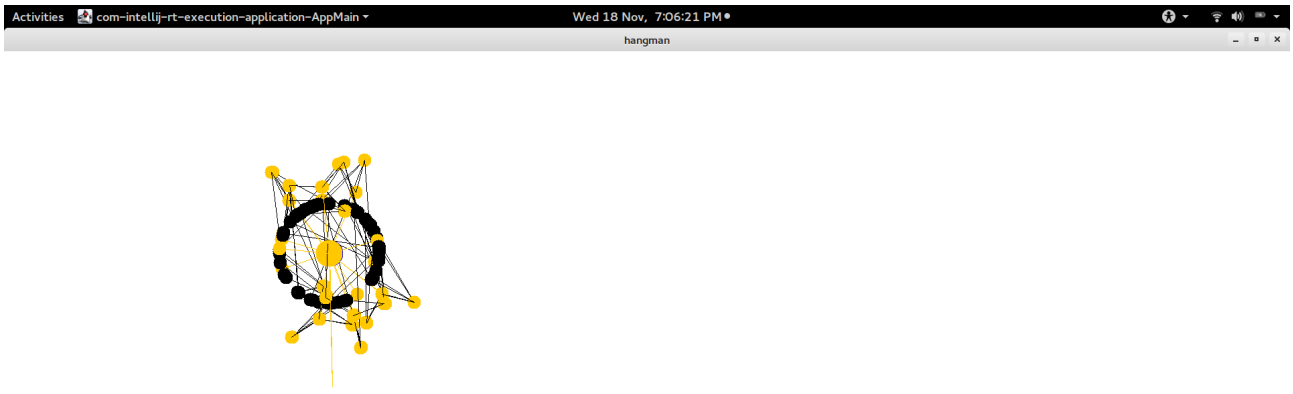
REMARKS

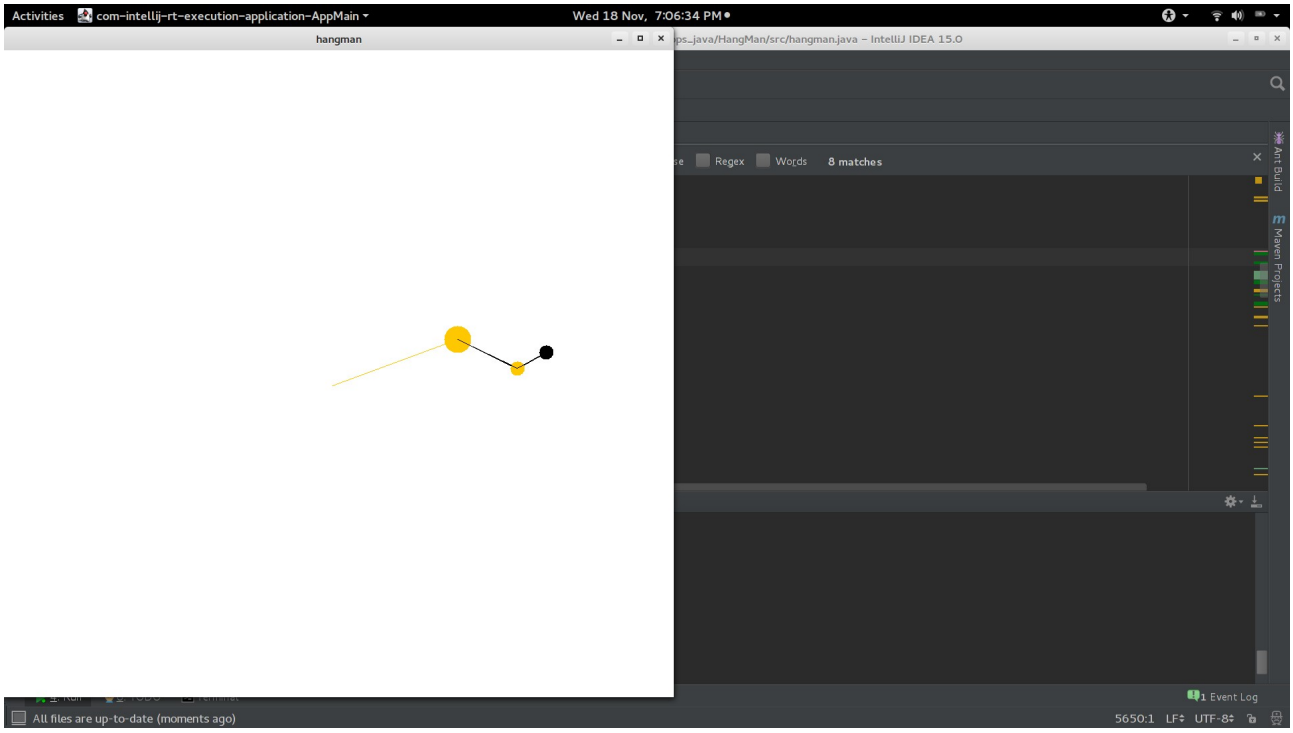
I tried to model the hangman in the correct ObjectOriented Approach , but due to some reason its not working to the best of my wishes .I believe the problem lies in the recursive function that updates the position of the entitiy called "man".
https://github.com/chrissunny94

I have used something called Jcanvas.java & JqueueEvent.java , they are both opensource libraries
http://akira.ruc.dk/~madsr/swing/notes.pdf

SCREEN SHOTS






Activities
com-intellij-rt-execution-application-AppMain
Wed 18 Nov, 7:06:34 PM
hangman
Regex
Words
8 matches
Ant Build
Maven Projects
1 Event Log
All files are up-to-date (moments ago)
5650:1
LF
UTF-8