

<<java class>>
HangmanMain
(Package: Hangman)

+HangmanMain()
+main(String[] args)

<<java class>>
Hangman
(Package: Hangman)

+Hangman()
+playGame():void
+replaceChar(char str, int pos):void
+quitGame():void
+randomWord():void
+play():boolean
+gameMenu():int

