How did you apply encapsulation to your program's design?

For the development of this game called "jumper", we will first look for a list of words with 5 letters, that is, we will have a list that contains a collection of words, we will also create a class called List\_OF\_Words, which encapsulates the logic that will be applied to obtain a word randomly, which among its attributes will contain the list of words and will have a method that returns a word obtained randomly with the random function. The game will have another class that encapsulates the methods that allow reading the data entered by the user and validating that it is within the English language alphabet, this class will be called Read\_Input. There will also be the Jumper class encapsulating the methods that allow the Jumper to be shown to the user, that is, the function of this show class that the user will see on the screen will print the characters that graphically represent the jumper, and that must be updated to show the possibilities that remain for the player to guess the word, a class called Game, encapsulating the method that checks when a letter contained in the word to be guessed is found or not, determines if the word is guessed or not, and another class that is in charge of the invocations to the methods of said classes and one of the interactions to the user so that he can use the game. Below is the intended class diagram for the game.

