Player Board -word : String -guesses : String +isFull(): boolean +Player(word : String, guesses : +isWin(): boolean String): +isLoose(): boolean +getGuess(): String +isGameOver(): boolean +play(word: String, guesses: String, board: HangmanBoard): void HangmanBoard -board : String[][] HumanPlaver ComputerPlayer +HangmanBoard(): +play(): boolean +ComputerPlayer(word: String, +isWin(): boolean +HumanPlayer(word: String, +isLoose(): boolean guesses: String): guesses: String): +isGameOver(): boolean RandomComputerPlayer NaiveComputerPlayer

+RandomComputerPlayer(word:

String, guesses: String):

+play(word: String, guesses:

String, board: HangmanBoard):

void

+NaiveComputerPlayer(word:

String, guesses: String):

+play(word: String, guesses:

String, board: HangmanBoard):

void

CutThroatComputerPlayer

+CutThroatComputerPlayer(word:

String, guesses: String):

+play(word: String, guesses:

String, board: HangmanBoard): void