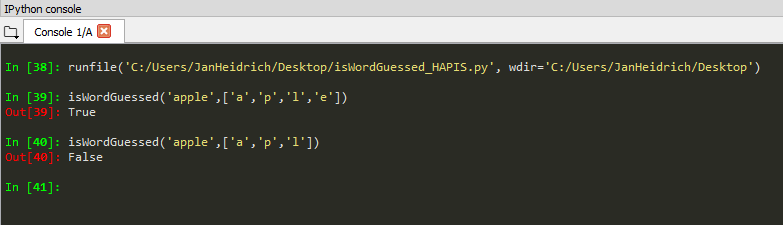
Jan Heidrich Hapis ECE2112

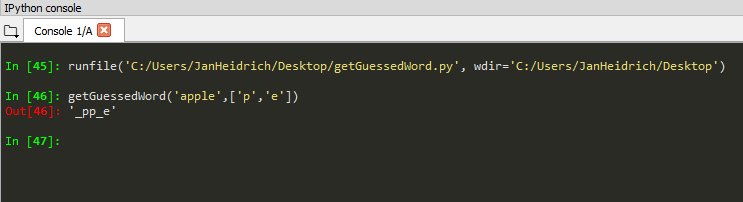
2ECE-A

**HANGAROO GAME**

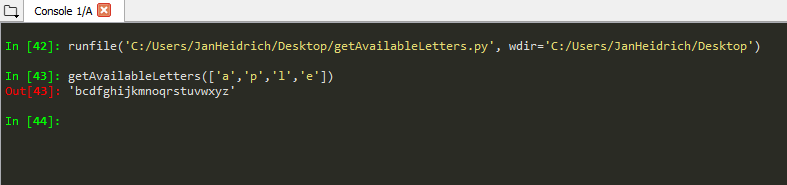
**isWordGuessed**:



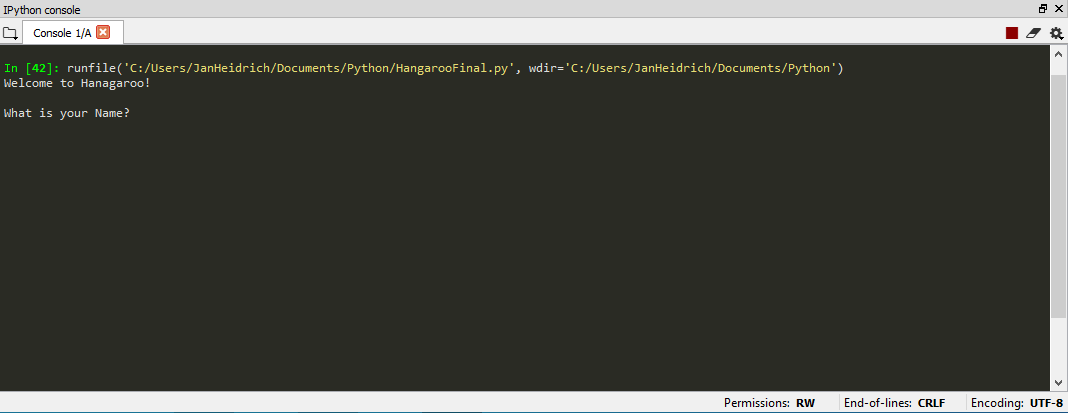
**getGuessedWord:**



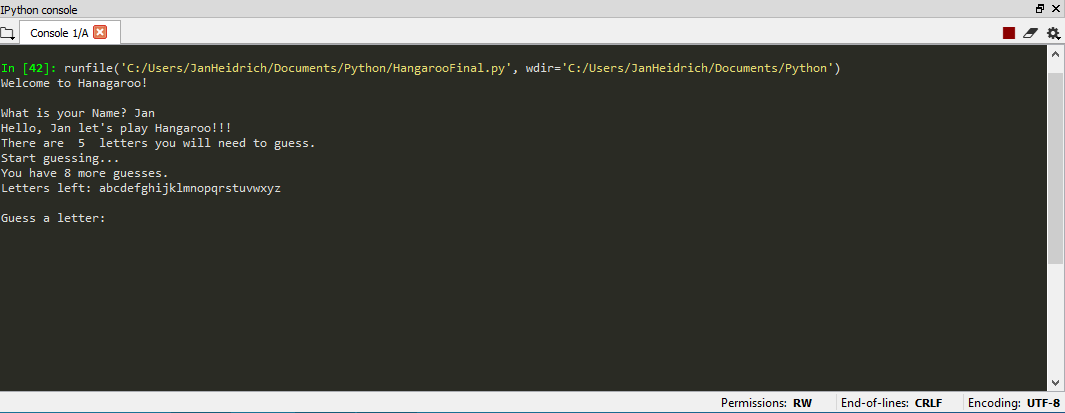
**getAvailableLetters:**



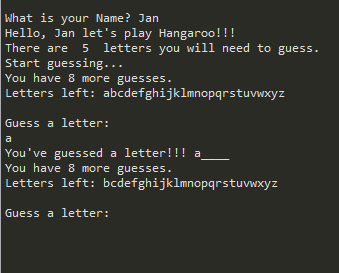
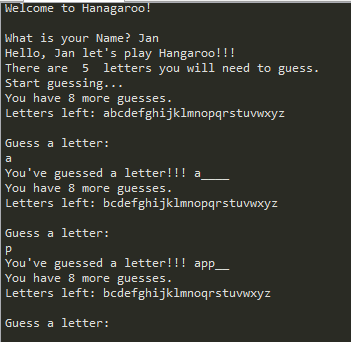
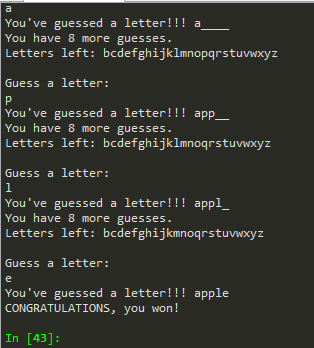
**Hangaroo:**



>> Start of Program.



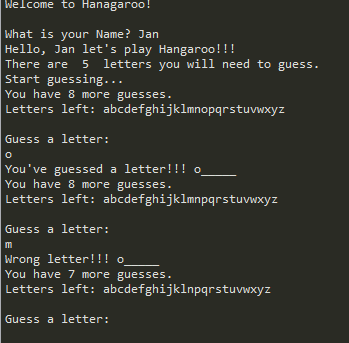
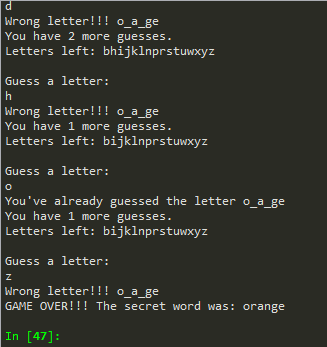
>> Interactions to players.



>> If the secret word was guessed.

>> Shows the underscores, available letters left, and the number of lives.

>> If the guessed letter is correct.



>> If the secret word was not guessed

>> If the guessed letter is incorrect.