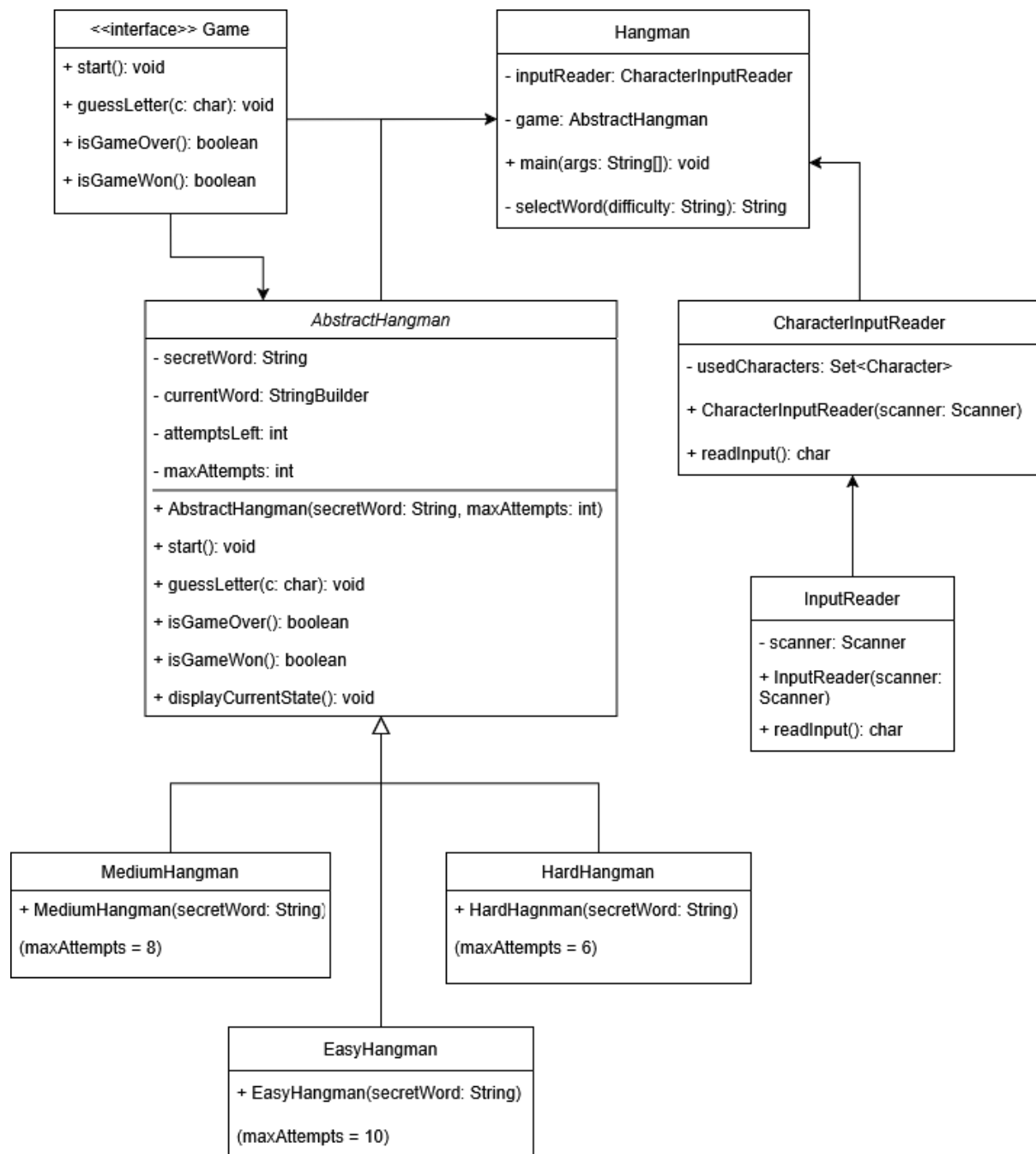


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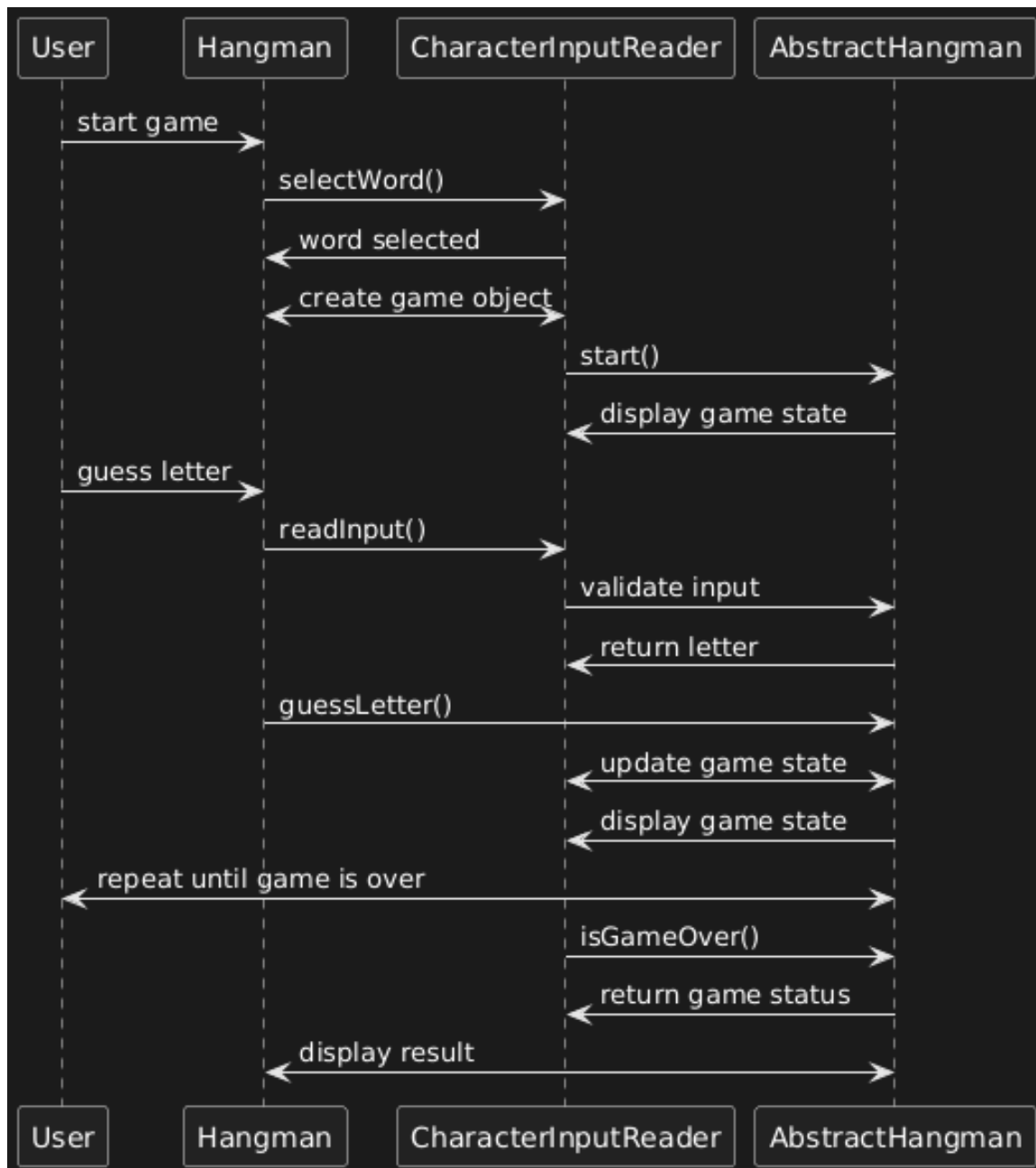
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Class Diagram:



Sequence Diagram:



Key interactions:

- Hangman <-> CharacterInputReader: The Hangman class uses the CharacterInputReader to handle user input and ensure valid guesses.
- Hangman <-> AbstractHangman: The Hangman class interacts with the AbstractHangman class to manage the game state and process guesses
- AbstractHangman: Handles the core game logic, such as updating the word, tracking attempts, and determining if the game is over.