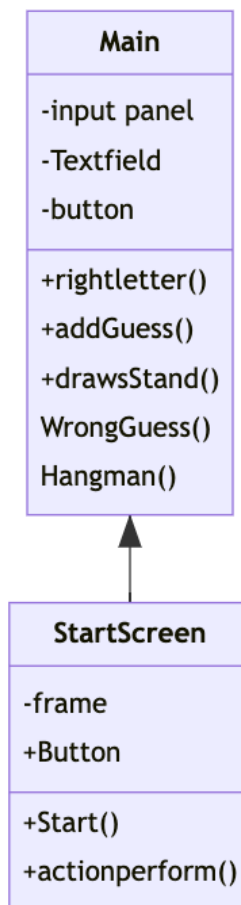# Hangman Implementation Manual

My project has a class where it builds the panel of my application. There are methods where you enter the word you want the person playing to guess. I did this by using an ArrayList. There are different methods for the right and wrong which will also display the letters you got wrong. If a wrong letter is entered, I used a switch case statement to draw the hangman. I also added a message box where it tells you if you won or lost the game. Another class is for the start screen.

Main

-input panel

-Textfield

-button

+rightletter()

+addGuess()

+drawsStand()

WrongGuess()

Hangman()

StartScreen

-frame

+Button

+Start()

+actionperform()

Hangman User Manual

My application is simple. To play the game, there will be a button where you click start and then there will be a box where you can type a word and then press enter. Then you enter a letter. If the letter is right it will be displayed at the bottom of the dialogue box, if it is wrong a part will be added to the hangman. Keep entering letters until you guess the word or the hangman is drawn all the way.