1. I created a public method “boolean updateState (char ch)” which takes a char guess and updates the state of the game. The return type is Boolean and indicates whether the character is present in the originSecretWord.

Tests created:

* testUpdateCorrectState ()

This test asks to update the state with a correct guess. It should correctly update the state and return true.

* testUpdateInCorrectState ()

This test asks to update the state with an incorrect guess. It should not make changes in the state and return false.

* testUpdateRepeatedCorrectState ()

This test asks to update the state with a repeated, correct guess. It should not make changes in the state and return true.