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| **Hangman** |
| Gameboard gameBoard |
| Hangman(LevelMode mode)  void play()  enterLetter(Scanner in)  void main(String[] args) |

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| **GameBoard** |
| WordReader wordReader  String hiddenWord  char[] maskWord  set<Character> missedLetters |
| Gameboard(LevelMode mode)  int getRemainingtries()  void enterLetter(char guessesLetter)  boolean gameOver()  String toString() |

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| **LevelMode** |
| enum LevelMode  String CONFIG  int DEFAULT\_MAX\_NUM\_TRIES  String DEFAULT\_DICTIONARY\_FILE  Properties properties  String dictFile  int maxNumTries  String description |
| LevelMode(String description)  Void init()  String getDictFile()  Int getMaxNumTries()  String toString() |

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| **WordReader** |
| ArrayList<String> dict |
| WordReader(String filename)  void readFile(String filename)  String pickHiddenWord() |