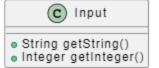
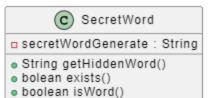




```
C HANGMAN

WordBankType: Object
Board: Object
Turn: Object
Player: Object
void initGame()
Player createGuessPlayer()
void generateSecretWord()
```





String getUnHiddenWord()



```
startuml hangman
class Player{
   -name : String
   +String toString()
class Board{
   -maxAttempts : Integer
   -counter : Integer
   -secretWord : SecretWord
   +boolean tryHintCharacter()
   +boolean tryHintWord()
   +void printBoard()
   +boolean wasGuessed()
   +void hangmanIcon()
    +void setSecretWord()
    +boolean otherTurn()
class HANGMAN{
   -WordBankType: Object
   -Board: Object
   -Turn: Object
    -Player: Object
```

```
+void initGame()
   +Player createGuessPlayer()
   -void generateSecretWord()
class Input{
   +String getString()
   +Integer getInteger()
class SecretWord{
   -secretWordGenerate : String
   +String getHiddenWord()
   +bolean exists()
   +boolean isWord()
   +String getUnHiddenWord()
class Turn{
   +Board board
   +Player player
   +void execute()
```