



```
@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()  
+boolean exists()  
+boolean isWord()  
+String getUnHiddenWord()  
}  
class Turn{  
+Board board  
+Player player  
+void execute()  
}  
@enduml
```