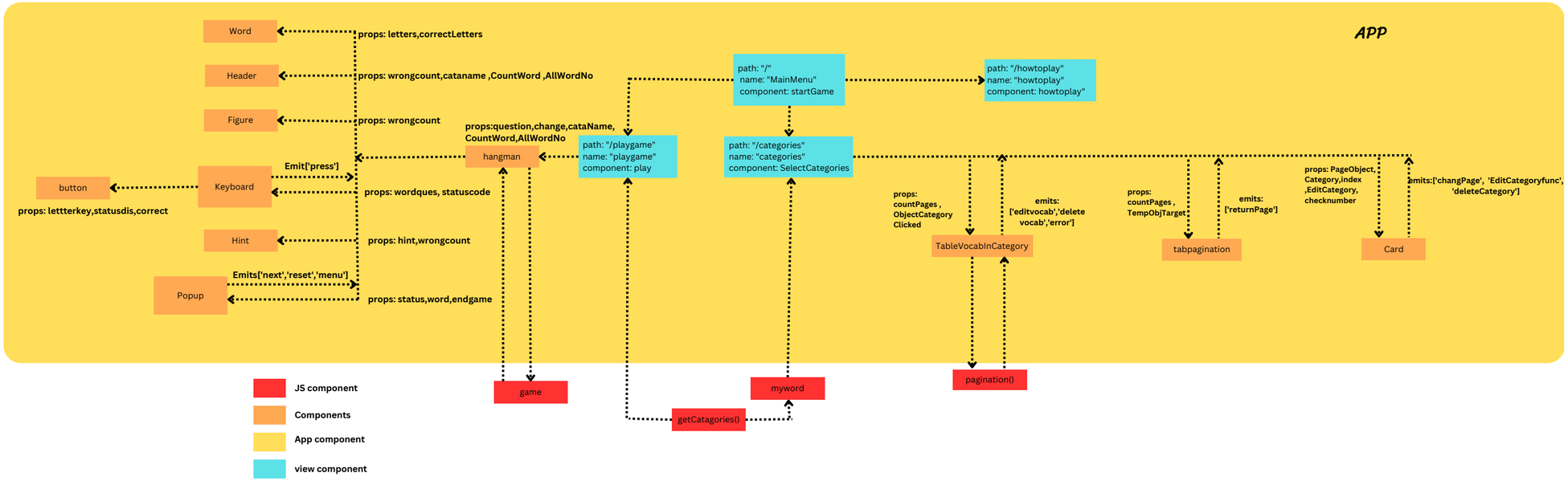
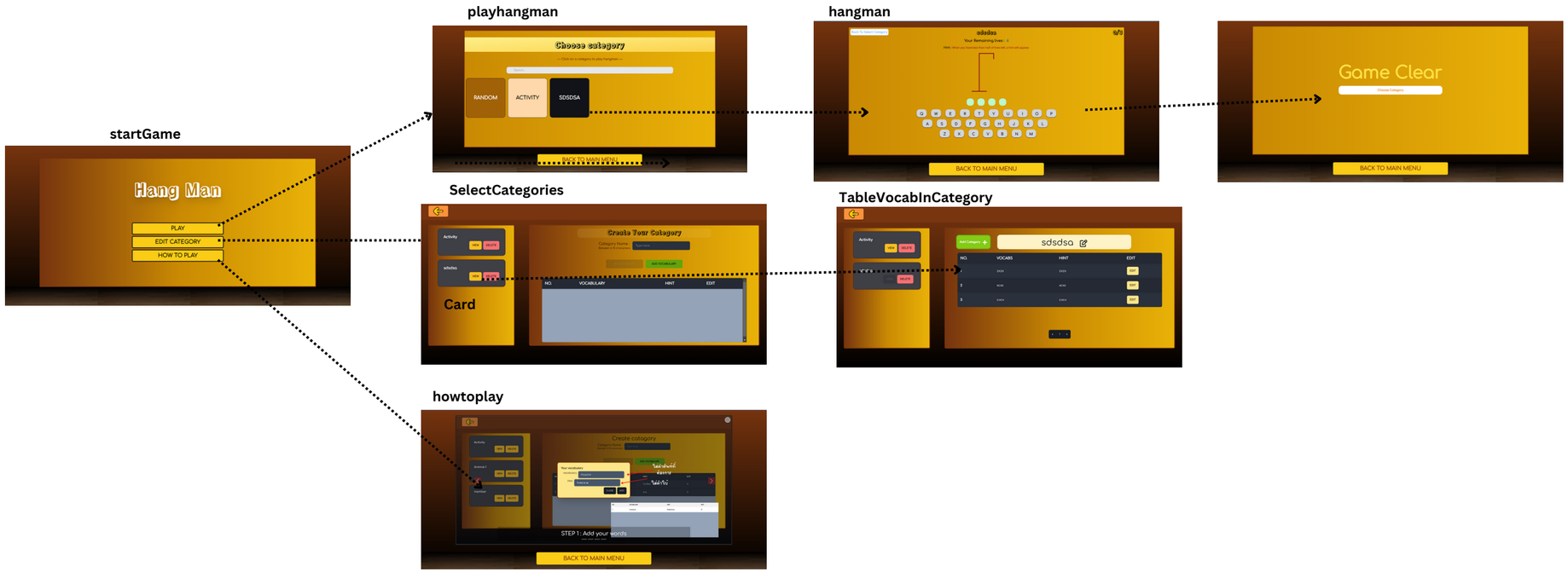

APP
Word
Header
Figure
Keyboard
button
Hint
Popup
hangman
game
myword
getCatagories()
pagination()
TableVocabInCategory
tabpagination
Card
path: "/"
name: "MainMenu"
component: startGame
path: "/howtoplay"
name: "howtoplay"
component: howtoplay
path: "/playgame"
name: "playgame"
component: play
path: "/categories"
name: "categories"
component: SelectCategories
props: letters,correctLetters
props: wrongcount,cataname ,CountWord ,AllWordNo
props: wrongcount
Emit['press']
props: wordques, statuscode
props: hint,wrongcount
Emits['next','reset','menu']
props: status,word,endgame
props: lettterkey,statusdis,correct
props:question,change,cataName, CountWord,AllWordNo
props: countPages , ObjectCategory Clicked
emits: ['editvocab','delete vocab','error']
props: countPages , TempObjTarget
emits: ['returnPage']
props: PageObject, Category,index ,EditCategory, checknumber
emits:['changPage', 'EditCategoryfunc', 'deleteCategory']
JS component
Components
App component
view component


startGame
Hang Man
PLAY
EDIT CATEGORY
HOW TO PLAY
playhangman
Choose category
RANDOM
ACTIVITY
SDSDSA
BACK TO MAIN MENU
hangman
sdsdsa
Your Remaining Lives : 6
BACK TO MAIN MENU
Game Clear
BACK TO MAIN MENU
SelectCategories
Create Your Category
Card
TableVocabInCategory
sdsdsa
howtoplay
Create category
STEP 1 : Add your words
BACK TO MAIN MENU