1. **Correlating theoretical concept to Practical implementation:**

Entertainment is the one and only thing which everyone likes. The Hangman Game makes player to forget everything about their busy and tired life, and spend some time with tension free life. The Hangman Game lets player to get some knowledge about some kind of unknown words which is not being heard by them. We can relate our project practically in the following way:

* Using different classes we are checking whether the player guessed the word correctly or not.
* Using different function we are converting upper case to lower and lower case to upper which will make the game output attractive.
* Using constructor we are greeting the player by giving the instruction how to play the game.
* Using OOP libraries to make the program smooth and attractive.