Hangman Game

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Hangman

- gameBoard:GameBoard

<<create>> +HangMan(LevelMode Mode)
+ play():void
- enterLetter(Scanner in):boolean
+ main(String[] args)

GameBoard

-wordreader:WordReader
-hiddenword:String
-maskword:char[]
-missedletters:Set<String>
-maxNumTries:int

<<create>> + GameBoard(LevelMode mode)
+ enterLetter(char guessLetter):void
+ gameOver():boolean
+ toString():String

WordReader

+ dict:List<String>

<<create>> +WordReader(String filename)
pickHiddenWord():String
-readFile(String filename):void

LevelMode

-CONFIG:String="/resources/config.properties"
-DEFAULT_DICTIONARY_FILE:String="/resources/dict.txt"
-DEFAULT_MAX_NUM_TRIES:int=8
-dictFile:String
-maxNumTries:int
-properties:Properties

<<create>> -LevelMode()
- init():void
+ getDictFile():String
+ getMaxNumTries():int