Hangman

In Hangman class:

2. methods:
   - `showMan(int numParts)` - displays hangman
   - `setDefaultWords()` - sets the array of words to guess
   - setter and getter methods for each data field (may not need to use all of these)

1. data fields:
   1. `words` - array of words to guess
   2. `numWords` - length of words array
   3. `gameWord` - word to guess
   4. `dispArr` - current state of guess word
      - initially: `[-[ ]- [-] [-] [-] [-] [-] [-] [-] [-] [-] [-] [-]`

You write:

In Hangman:

- `selectGameWord()` - randomly select a word from words array
- `getCurrentWord()` - updates and returns current state of guess
- `getIncorrectGuesses()` - returns or prints current list of incorrect guesses

In Driver:

- `getChoice()` - asks player to choose blank letter or word guess
- `getGuessL()` - gets the player's letter guess
- `getGuessWord()` - word
Driver: **PSEUDO-CODE!**

```java
int numincorrect = 0;

public static void main() {
    Hangman game = new Hangman();
    String word = game.selectGameWord();
    System.out.println(game.getCurrentWord()); // all blanks.
    game.showMan(numincorrect);
    System.out.println(game.getIncorrectGuesses(_?_));

    while (player can guess) // numincorrect < 10 && player hasn't guess
        // word yet.
        c = getChoice(); // letter or entire word
        if (c == 'L') // letter guess
            g = getGuess(L); // get letter
            if (word contains g)
                print(game.getCurrentWord());
                game.showMan(numincorrect);
                print(game.getIncorrectGuesses(?));
            else
                numincorrect ++;
                print(game.getCurrentWord());
                game.showMan(numincorrect);
                print(game.getIncorrectGuesses(?));
        }
    }
```
else // word guess
    w = getGuessW();
    if (w == correct)
        player wins
    else
        player loses

Questions:
1- while (player can guess)?
2- getCorrectWord() ⇒
3- getIncorrectGuesses → you think about!

1- See code
2- In Hangman class:

```java
// if guess contained in gameWord, then adds guess
// to dispArr:

public char[] getCurrentWord(char guess)

    for (int i = 0; i < gameWord.length(); i++)
        if (gameWord.charAt(i) == guess)
            dispArr[i] = guess;

    return dispArr;
```

<may want to have this return string instead
Think about how to do that...>
General:
- Game playing in Hangman
- User interaction in Driver
- main() simple

Guidelines