

# Object-Oriented Analysis & Java

## Practical 8: Java classes

Florentin Bekier

### Exercise: Hangman

**Prerequisite:** Download the archive *hangman\_assets.zip* on Arel which contains useful files for the exercise.

For this exercise, you will create a hangman game in Java that manages the backup of the top ten scores. You need to create a GUI for your program and a homepage must be put in place. It is necessary to check if the player is in the top ten, in which case he is asked his nickname, one saves the data and one redirects it towards the page of the scores. The goal is to guess a word in less than 7 moves. The words to be guessed can be found in the file *dictionary.txt*. The score is calculated as indicated below:

- Word guessed without any mistake: 100 points
- Word guessed with 1 mistake: 50 points
- Word guessed with 2 mistakes: 35 points
- Word guessed with 3 mistakes: 25 points
- Word guessed with 4 mistakes: 15 points
- Word guessed with 5 mistakes: 10 points
- Word guessed with 6 mistakes: 5 points