

Hang Person File Reading

You should have a working version of Hang Person before starting this task.

The current version of your program requires you to set up the mystery words by adding them to your ArrayList with code in your program. What you want to do now is set up your program so that when it starts up it will read the words from a text file. This way, you can add or change the list by simply opening up the text file in Notepad and making changes.

Where to put your code to read the file will depend on how you decided to keep track of your words in the program.

You are using an ArrayList to store the words:

If your program just uses an ArrayList to keep track of the words then all you need to do is add code in the constructor of your class that will read each line of a text file and add the line (one word per line) to the list. That easy. The constructor runs automatically when your program starts so the words will be loaded into the list right from the start.

You are using an instance of WordManager in your program:

Some of you might have created an instance of the WordManager class in your HangPerson project and used it to keep track of the mystery words. Add code in the constructor of the WordManager class that will read each line from a text file and add it to your list. That easy.

That's it for this task. Summarizing - just replace the section of code in your current program that adds words to the list with code that reads the words from a text file. Test and smile.

Possible extensions but not necessary:

Go online and look at how to use a Java File Chooser class. There will be many examples with code that you can apply to your program. File choosers open up a standard window that let you pick a file. Add a button to your program that allows the user to select which text file to grab mystery words from. A nice feature – now you can have text files with themes in your program.