Assignment #5 – Games: Tic-Tac-Toe & Hangman
Due: Wednesday, 11/16/11, 11:59pm

(100 pts) You will finish writing your object-oriented program (OOP) with a class acting as a blueprint for playing Tic-Tac-Toe that you started in Lab #7. If you haven’t done so already, you will need to think about any additional states, beyond those provided in lab, for playing tic-tac-toe. In this assignment, ALL the states must be private to provide encapsulation. You will implement the extras from the lab #7 to ensure error handling.

In addition, you will implement your own class for playing Hangman. This class will also have private attributes for providing encapsulation. Other than this requirement, you are able to implement the Hangman class however you like. The game must allow a user to enter the secret message, and print the number of dashes/slots for the message. The game will ask the user to guess letters to determine the message, and after each guess, the program must print an array of letters that have been guessed, as well as the message with the correctly guessed slots and blank slots. **You can decide how many incorrect guesses a user gets before they lose.

The PlayGames client will determine which game the user wants to play and play the appropriate game based on the user’s choice.

**Tic-Tac-Toe Error Handling:**
- Player chooses a position that is not on the board, i.e. row 5, column 2.
- Player chooses a position that is already occupied.
- Players do not enter an ‘X’ or an ‘O’ or if allowing player 2 to choose, player 2 doesn’t select player 1’s choice.

**Hangman Handling:**
- You must determine your own error handling for Hangman

**Program Input:**
- Determine which game the user wants to play, Tic-Tac-Toe vs. Hangman
- Specific input based on game.

**Program Output:**
- Appropriate information based on game selected by user.

**For full credit:**
- Make sure that you include proper spacing in your program!
- Make sure that you include a program and method headers in your program!

//Author: Your Name
//Date:
//Description:

Electronically submit your java program by the assignment due date, using TEACH.