' Project name: Guess the Word Project

' Project purpose: Simulates the Guess the

' Word game

' Created/revised by: Arielle Simmons on November 8 2010

Option Explicit On Option Strict On Option Infer Off

Public Class MainForm

'class variables Private word As String Private incorrect As Integer

Private Sub EnableDisableButtons(ByVal setting As Boolean)

' enable or disable letter buttons

aButton.Enabled = setting bButton.Enabled = setting cButton.Enabled = setting dButton.Enabled = setting eButton.Enabled = setting fButton.Enabled = setting gButton.Enabled = setting hButton.Enabled = setting iButton.Enabled = setting jButton.Enabled = setting kButton.Enabled = setting lButton.Enabled = setting mButton.Enabled = setting nButton.Enabled = setting oButton.Enabled = setting pButton.Enabled = setting qButton.Enabled = setting rButton.Enabled = setting sButton.Enabled = setting tButton.Enabled = setting uButton.Enabled = setting vButton.Enabled = setting wButton.Enabled = setting xButton.Enabled = setting yButton.Enabled = setting zButton.Enabled = setting

End Sub

Private Sub CheckStatus(ByVal dashStatus As Boolean)

'determines if the game is over

If dashStatus = True Then

If wordLabel.Text.Contains("-") = False Then

'the game is over, word was guessed

MessageBox.Show("Great guessing!", "Game Over", MessageBoxButtons.Information) Call EnableDisableButtons(False)

End If

Else incorrect += 1

incorrectLabel.Text = incorrect.ToString

If CDbl(incorrectLabel.Text) = 10 Then

MessageBox.Show("Sorry, the word is" & word, "Game Over", MessageBoxButtons.OK, MessageBoxIcon.Information)

Call EnableDisableButtons(False) End If

End If

End Sub

Private Sub LetterButtons(ByVal sender As Object, ByVal e As System.EventArgs)

'deternubes whether the button's letter is in the word

End Sub

Dim clickedButton As Button

Dim dashReplaced As Boolean

clickedButton = TryCast(sender, Button)

clickedButton.Enabled = False

For index As Integer = 0 to 4

'if the current letter in the word

'matches player 2's letter, replace the associated dash in the wordLabel

'with Player 2's letter and show that replacement was made

If word.Substring(index, 1) = clickedButton.Text Then wordLabel.Text =

wordLabel.Text.Remove(index, 1)

wordLabel.Text =

wordLabel.Text.Insert(index, clickedButton.Text)

dashReplaced = True

End If

Next index

Call CheckStatus(dashReplaced) End Sub

Private Sub gameExitMenuItem\_Clicked(ByVal sender As Object, ByVal e As System.EventArgs) Handles gameNewMenuItem.Click

'prepares the application for a game

wordLabel.Text = String.Empty incorrectLabel.Text = String.Empty incorrect = 0

word = InputBox("Enter a 5-letter word:", "Player 1").ToUpper

'validate the word

If word.Length <> 5 OrElse word Like "\*[!A-Z]\*" Then

MessageBox.Show("Please enter 5 letters only", "Guess the Word", MessageBoxButtons.OK, MessageBoxIcon.Information)

Else

wordLabel.Text = "-----"

Call EnableDisableButtons(True)

End If

End Sub

End Class