Lab 7:

Complete the Lab 7 prep:

Design the game by first creating the following:

1. Algorithm
2. Hierarchy chart
3. FlowChart

The code needs to have good programming style, adequate modularity, documentation.

Your game should allow the user to make as many guesses as he/she likes.

**The game terminates when the user exits or runs out of words to guess.**

**So this is a step up from the prep where you needed to do 10 tries only**

Words are randomly picked from the correct and wrong array

The game is not case sensitive.

A score is kept. Every correct guess is awarded a point and the final tally is

displayed when the game is over.

The following methods are at a minimum- you can have more. Chose parameters

as needed:

1. Method play: while user would like to play, keeps playing the game
2. Method inputArrays: fills the arrays with data
3. Method validateInput: validate the user input
4. Method getGuess: randomly picks the guess word.

This method will need two random numbers, one to select the array and

Another to select a word from the chosen array. You will need to make sure that a word is not repeated and when all words are used up, the user is asked to leave the game.