

Terna Engineering College
Dept. Computer Engineering
Object Oriented Programming Methodology

Word Game

Mini Project (B3-G6-P18)

By

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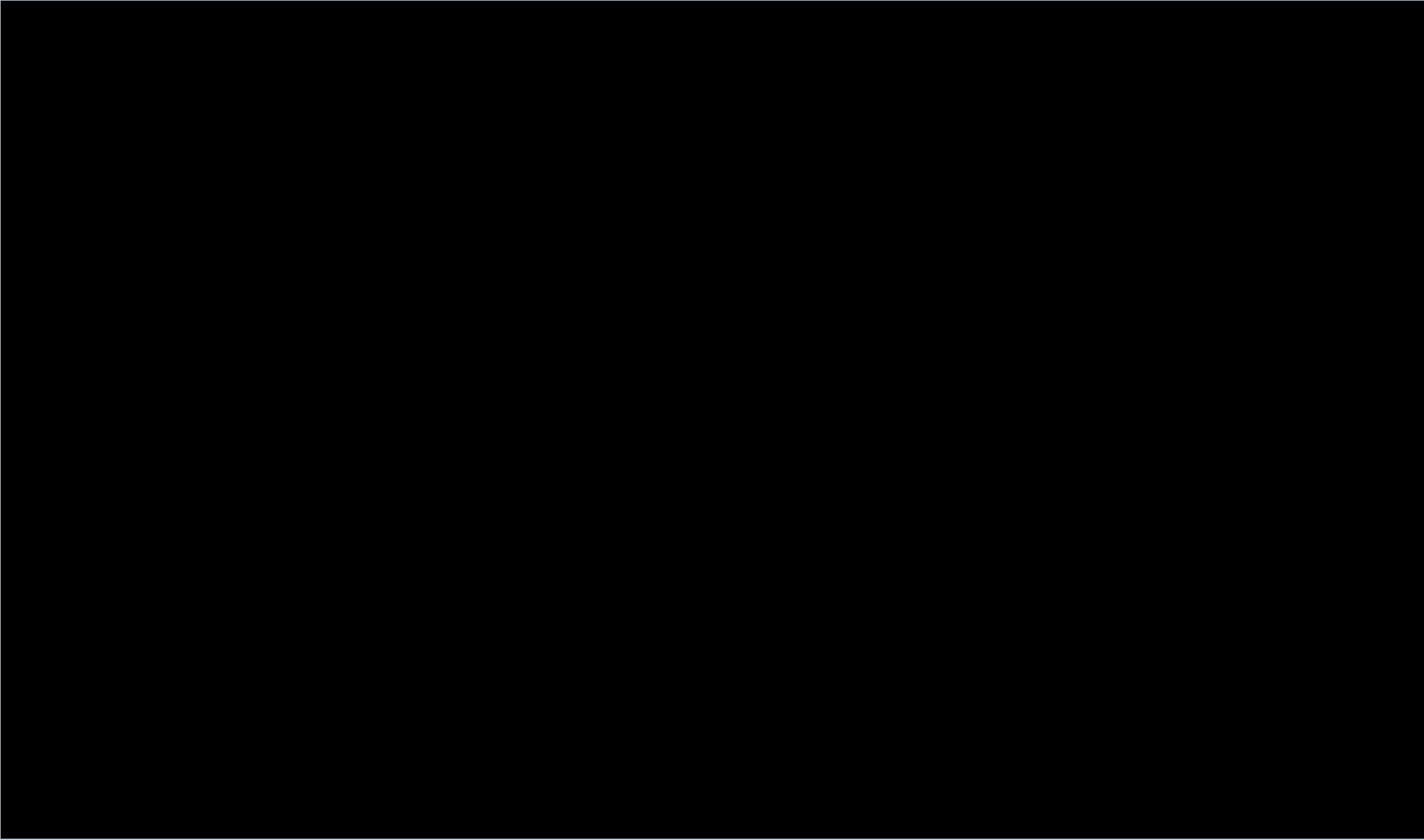
Mega Satish

Summary

- Introduction of WordGame and Java Tools used for the realization of this project.
- Demo of the game.
- Conclusion

Java Tools

- Basic elements of GUI such as event handling
- Applet
- Swing
- Abstract Window Toolkit
- Simple decision loops



Conclusion