

run\_game

Run mainloop tkinter.

make\_window

Set property for tkinter window.

make\_entries

Make entries for letters.

backward\_entry

Delete current entry and go on the previous one.

forward\_entry

Add char to current entry and go on next one.

limit\_entry\_len

Limit entry len for letter.

create\_entry

Make a entry.

create\_entries

Return a list of entris

submit\_word

submit a word if find stop the mainloop else highlight the letter.

highlight\_word

Highlight letter in a word.

green\_highlight

Highlight correct letter.

orange\_highlight

Highlight letter if in the word.

delete\_char

Return word without the first occurrence of c in the word.

display\_alphabet

Display the alphabet (AZERTY)