Report for Falling words game

- For the lowest word to disappear first, I modified the run method of CatchWord class (I added variables,a loop and if statements to check for word with greatest y value). Then I eliminated the word with greatest y value.

- To prevent the player from cheating (pause and type the word while the game is paused) I used the setEnabled() method inside the actionaListener of <u>pause b</u>utton and <u>start</u> button

- To make the hungryWord appear and move on the screen. I made the HungryWord class and HungryWordMover class. I also made the HungryT() method in TypingTutorApp class to accommodate some for hungryWord class.
- I also added instance variables accordingly to the classes that make use of HungryWord class and HungryWordMover class

Read Me

My functionality for hungry word is not working properly it also make falling word misses stall(lagging). But the first two functionalities(lowest word and pause then disable textbox) are working fine