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1. (5 pts)You must have navigation bar on your web site.web sitesi içeren bir resim

   Açıklama otomatik olarak oluşturuldu

Paste screenshot

1. (10 pts) Each component must be routed via navigation bar.

Paste screenshotmetin içeren bir resim

Açıklama otomatik olarak oluşturuldu

Routing screenhots please cover address bar.metin, ekran görüntüsü, monitör, bilgisayar içeren bir resim

Açıklama otomatik olarak oluşturuldu

1. (5 pts) A carousel/ accordeon pane/ bootstrap card component, one of them must exist in one of the components.

Paste screenshotmetin içeren bir resim

Açıklama otomatik olarak oluşturuldu

1. One of your components will contain the WORDLE game. Game properties must overlap with the specified content.
2. (5 pts) A hidden word must be determined at the beginning. The hidden five letter words may be read from a txt file or may be selected randomly from the word pool written in the code.

 You can use the words: “RADYO, SEHPA, DOLAP, KALEM, KAVUN, KÖPEK, MERAK, GAZAP, SEHPA, ROMAN,CEVİZ” or any other words.

metin içeren bir resim

Açıklama otomatik olarak oluşturuldu

Paste the code fragments that handles the picking secret word process.

1. (10 pts) Carefully examine the interface in Figure 2. You can design the interface using buttons/button groups or using other components as you imagine. You can pick different colours and visual properties.

Paste screenshot of Game’s UI.web sitesi içeren bir resim

Açıklama otomatik olarak oluşturuldu

1. (20 pts) When the user clicks to “Check!” button, the guess must be compared with the secret word.**metin, ekran görüntüsü, dizüstü, elektronik donanım içeren bir resim

   Açıklama otomatik olarak oluşturuldumetin içeren bir resim

   Açıklama otomatik olarak oluşturuldu**

Paste the code fragments that handles the checking process.

1. (5 pts) And the guess must be inserted to Guess List Section. My codes makes the guesses directly shows up on the grid.
2. (10 pts) Letter state section must be updated due to the existance like in Figure 3. Correctly placed letters must be marked as green.  The letters those are determined to be non-existent should be indicated in dark gray. Letters that have not been used yet  should be indicated in light gray.

Paste the screenshot after the first guessmetin, monitör, siyah, ekran görüntüsü içeren bir resim

Açıklama otomatik olarak oluşturuldu

1. (5 pts) When the player discovers the correct guess, a message or a notafication must appear on the screen as in Figure 4.

Paste the screenshot of win screen.web sitesi içeren bir resim

Açıklama otomatik olarak oluşturuldu

1. (5pts) If the user cannot find the secret word in six tries, “Game over, you lost” message must be printed to the screen.

Paste the screenshot of game over screen.web sitesi içeren bir resim

Açıklama otomatik olarak oluşturuldu

**Last Note:** Paste the code in your Wordle.js file directly here as text.

const words = [

"badem",

"ceket",

"fular",

"ferah",

"gazoz",

"tahta",

"tabak",

"lamba",

"tablo",

"rende",

"sehpa",

"radyo",

"dolap",

"kalem",

"kavun",

"merak",

"gazap",

"roman",

"duvar",

"badem",

"ekran"

];

const state = {

choosenWord: words[Math.floor(Math.random() \* words.length)],

grid: Array(6)

.fill()

.map(() => Array(5).fill("")),

currentRow: 0,

currentColumn: 0,

};

const keys = [

"A",

"B",

"C",

"Ç",

"D",

"E",

"F",

"G",

"Ğ",

"H",

"I",

"İ",

"J",

"K",

"L",

"M",

"N",

"O",

"Ö",

"P",

"R",

"S",

"Ş",

"T",

"U",

"Ü",

"V",

"Y",

"Z",

];

function updateGrid() {

for (let i = 0; i < state.grid.length; i++) {

for (let j = 0; j < state.grid[i].length; j++) {

const box = document.getElementById(`box${i}${j}`);

box.textContent = state.grid[i][j];

}

}

}

function drawBox(container, row, col, letter = "") {

const box = document.createElement("div");

box.className = "box";

box.id = `box${row}${col}`;

box.textContent = letter;

container.appendChild(box);

return box;

}

function drawGrid(container) {

const grid = document.createElement("div");

grid.className = "grid";

for (let i = 0; i < 6; i++) {

for (let j = 0; j < 5; j++) {

drawBox(grid, i, j);

}

}

container.appendChild(grid);

}

function registerKeyboardEvents() {

document.body.onkeydown = (e) => {

const key = e.key;

if (key === "Enter") {

if (state.currentColumn === 5) {

let word = getCurrentWord();

if (isWordValid(word)) {

check(word);

state.currentRow++;

state.currentColumn = 0;

} else {

alert("Not a valid word.");

state.currentRow.classList.add("wrong");

// there is a problem after the alert, program stops. i tied adding continue but gives error :()

}

}

}

if (key === "Backspace") {

removeLetter();

}

if (isLetter(key)) {

addLetter(key);

}

updateGrid();

};

}

function getCurrentWord() {

return state.grid[state.currentRow]

.reduce((prev, curr) => prev + curr)

.toLowerCase();

}

function isWordValid(word) {

word = word.toLowerCase();

return words.includes(word);

}

function check(guess) {

const row = state.currentRow;

for (let i = 0; i < 5; i++) {

const box = document.getElementById(`box${row}${i}`);

const letter = box.textContent;

if (letter === state.choosenWord[i]) {

box.classList.add("right");

} else if (state.choosenWord.includes(letter)) {

box.classList.add("wrong");

} else {

box.classList.add("empty");

}

}

const isWinner = state.choosenWord === guess;

const isLoser = state.currentRow === 5;

let alertArea = document.getElementById("alertArea");

let mainContent = document.getElementById("mainContent");

if (isWinner) {

alertArea.style.display = "block";

alertArea.classList.add("success");

alertArea.textContent = "Congratz!";

mainContent.style.filter = "blur(1.5rem)";

setTimeout(() => {

window.location.reload();

}, 2000);

}

if (isLoser) {

alertArea.style.display = "block";

alertArea.classList.add("danger");

alertArea.textContent = "Game Over!";

mainContent.style.filter = "blur(1.5rem)";

setTimeout(() => {

window.location.reload();

}, 2000);

}

}

function isLetter(key) {

return key.length === 1 && key.match(/[a-zA-Z]/i);

}

function addLetter(letter) {

if (state.currentColumn === 5) return;

state.grid[state.currentRow][state.currentColumn] = letter;

state.currentColumn++;

}

function removeLetter() {

if (state.currentColumn === 0) return;

state.grid[state.currentRow][state.currentColumn - 1] = "";

state.currentColumn--;

}

function createKeyboard() {

const keyboard = document.getElementById("keyboard");

for (let i = 0; i < keys.length; i++) {

var key = document.createElement("div");

key.id = "div" + i;

key.className = "key";

key.textContent = keys[i];

key.addEventListener("click", function () {

// console.log('clicked on key: ', keys[i]) this line was only for check if the function works.

keyInfo = keys[i];

addLetter(keyInfo);

updateGrid();

});

keyboard.appendChild(key);

}

}

function registerOnlineKeyboardEvents() {

document.body.onkeydown = (e) => {

const key = e.key;

if (key === "Enter") {

if (state.currentColumn === 5) {

let word = getCurrentWord();

if (isWordValid(word)) {

check(word);

state.currentRow++;

state.currentColumn = 0;

} else {

alert("Not a valid word.");

state.currentRow.classList.add("wrong");

// there is a problem after the alert, program stops. i tied adding continue but gives error :()

}

}

}

if (key === "Backspace") {

removeLetter();

}

if (isLetter(key)) {

addLetter(key);

}

updateGrid();

};

}

const slider = document.querySelector(".card-slider");

const sliderButtons = document.querySelectorAll(".slider-button");

let slideIndex = 0;

sliderButtons.forEach((button) => {

button.addEventListener("click", () => {

if (button.classList.contains("slider-button-left")) {

slideIndex--;

} else if (button.classList.contains("slider-button-right")) {

slideIndex++;

}

slider.style.transform = `translateX(-${slideIndex \* 1350}px)`; // 710 is the width of each card including margin-right

});

});

const navShow = () => {

const burger = document.querySelector(".burger");

const nav = document.querySelector(".nav-links");

const links = document.querySelectorAll(".nav-links li");

burger.addEventListener("click", () => {

nav.classList.toggle("nav-active");

links.forEach((link, index) => {

if (link.style.animation) {

link.style.animation = ``;

} else {

link.style.animation = `linksFade 0.5s ease forwards ${

index / 5 + 0.2

}s`;

}

});

});

};

function startup() {

const game = document.getElementById("game");

const enterButton = document.getElementById("enter-button");

enterButton.addEventListener("click", function () {

if (state.currentColumn === 5) {

let word = getCurrentWord();

if (isWordValid(word)) {

check(word);

state.currentRow++;

state.currentColumn = 0;

} else {

alert("Not a valid word.");

state.currentRow.classList.add("wrong");

// there is a problem after the alert, program stops. i tied adding continue but gives error :()

}

}

});

navShow();

drawGrid(game);

createKeyboard();

registerKeyboardEvents();

}

document.addEventListener("DOMContentLoaded", function (event) {

startup();

});