Part A

//create a count variable and set it to zero

//Go through the string secret letter by letter using a for loop

//(e.g. i=0; i<secret.length(); i++)

//Check for a match at each location, if so then increase the count variable

//if the guess.length() + i is less than or equal to length of secret (this checks to make sure you don't go out of bounds)

//Get the substring of secret from i to the i+guess.length(), and store the result

//if that is equal to guess (use .equals to compare) then increment the count variable.

//return count \* length of guess \* length of guess

Part B

//Call scoreGuess passing in guess1, and then passing in guess2

//Store the results and compare the two

//if the result of guess1 and greater than guess2, return guess1, and vice versa

//if the results are the same, use compareTo to compare the guess1 and guess2

//(e.g. if(guess1.compareTo(guess2) < 0), means guess1 and aphabetically less than guess2)

//return the guess1 or guess2 that is aphabetically greater.