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CS 150 Extra Lab 1

labels	
• Guess input label template • Alphabet legend label template	• wordleClone
game_button	
• Generate Guess button • Generate Restart button	• wordleClone
board	
• Initialize grid (container of rows of buttons) • Initialize rows (list of lists containing pointers to buttons for each row) • Fill grid - populate 6x5 board • Clear grid - remove contents of board • Update grid - re ect changes (for each guess) Reset - repopulates board	• wordleClone

wordleClone

- Startup - Generate game interface (buttons, board)
- New word - Select a new word from word.txt
- Restart - Reset game interface
- Validate guess

Game logic

- labels
- game_button
- board

https://echeung.me/crcmaker/   1/1

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1. How was the difficulty of this lab exercise?
- The difficulty of this exercise is adequate. As someone who's not adept in reactive and object-oriented programming, I still find it to be doable. I could imagine that for my more experienced batchmates, the exercise is indeed doable in a day. In my case it took me a day to play around with the toga environment, another day to work on the gui, and 2-3 more days for working on the game logic, testing, and polishing.
2. How interesting or engaging was this lab exercise for you (i.e., what did you like about the lab, if any)? No need to sugarcoat; honesty is very much appreciated
- I find it to be very interesting especially since Wordle is currently trending. The exercise managed to be an application of the lessons while also being fun and relevant.
3. How can this lab exercise be improved?
- None that I can think of. I think it's very reasonable for what it is.