**You have 25 minutes to complete this task**

The variable table, **Table 1**, and the Structured English algorithm describe a simplified version of the **Guess the Word / Phrase Game**.

**Table 1**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Identifier** | **Data Type** | **Purpose** |
|  | NewWord | String | Stores the setter's word to be guessed |
|  | UserWordGuess | String | Stores a word that is the user's guess |

OUTPUT "The new word?"  
INPUT NewWord  
OUTPUT "Your guess?"  
INPUT UserWordGuess  
IF UserWordGuess IS EQUAL TO NewWord  
    THEN OUTPUT "CORRECT"  
    ELSE OUTPUT "INCORRECT"  
ENDIF

**What you need to do**

Write a program for the above algorithm in the programming language of your choice.

Test the program as follows.

**Test 1**: Input of the new word EAGLE followed by a correct guess.

**Test 2**: Input of the new word BEAR followed by an incorrect guess.

**Evidence that you need to provide**

(a)     SCREEN CAPTURES for the following tests:

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Description automatically generated(i)      Test 1

**(3)**

****(ii)     Test 2

**(3)**

(b)     Your PROGRAM SOURCE CODE.

**(7)**

**(Total 13 marks)**

A screenshot of a computer program

Description automatically generated