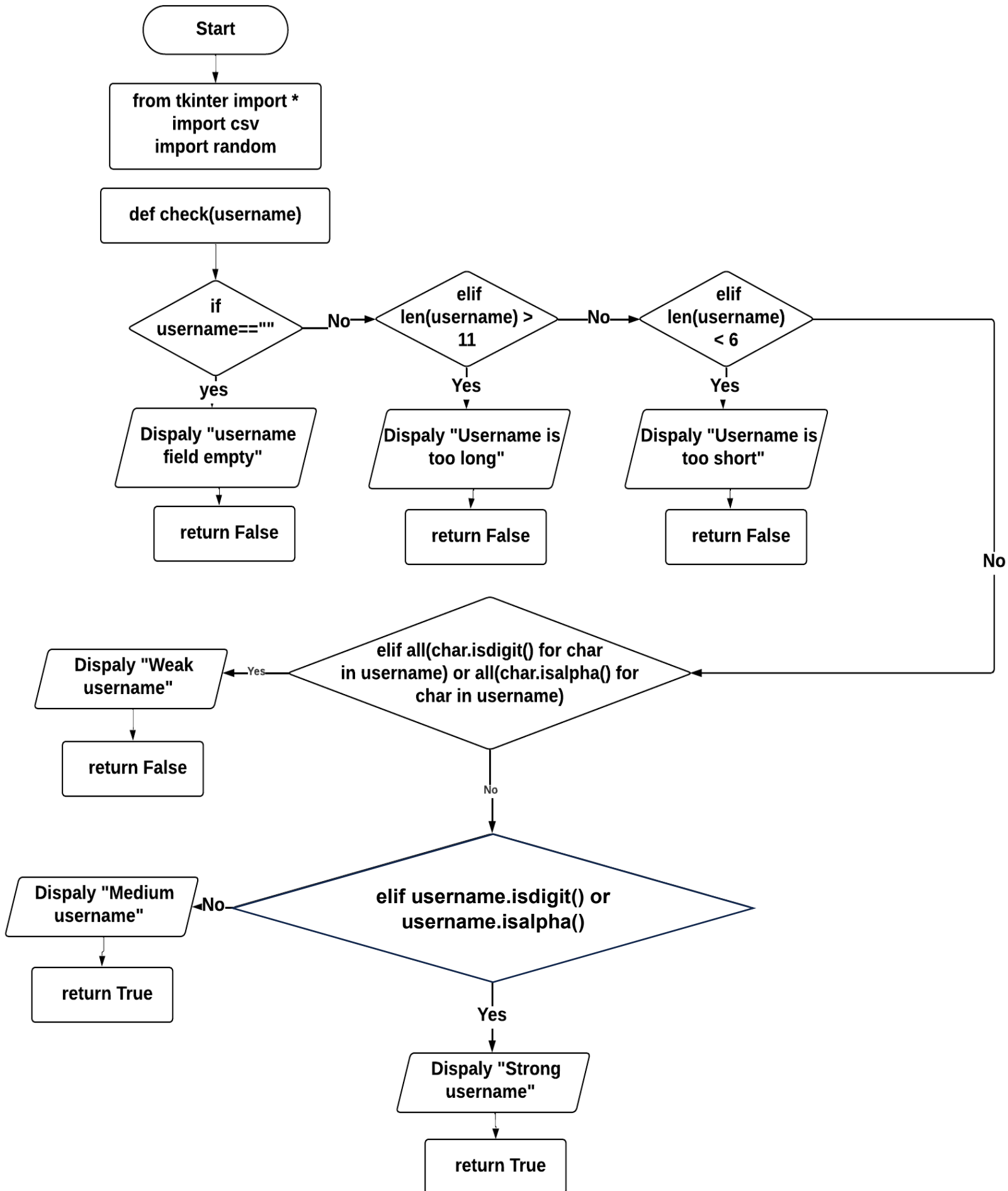
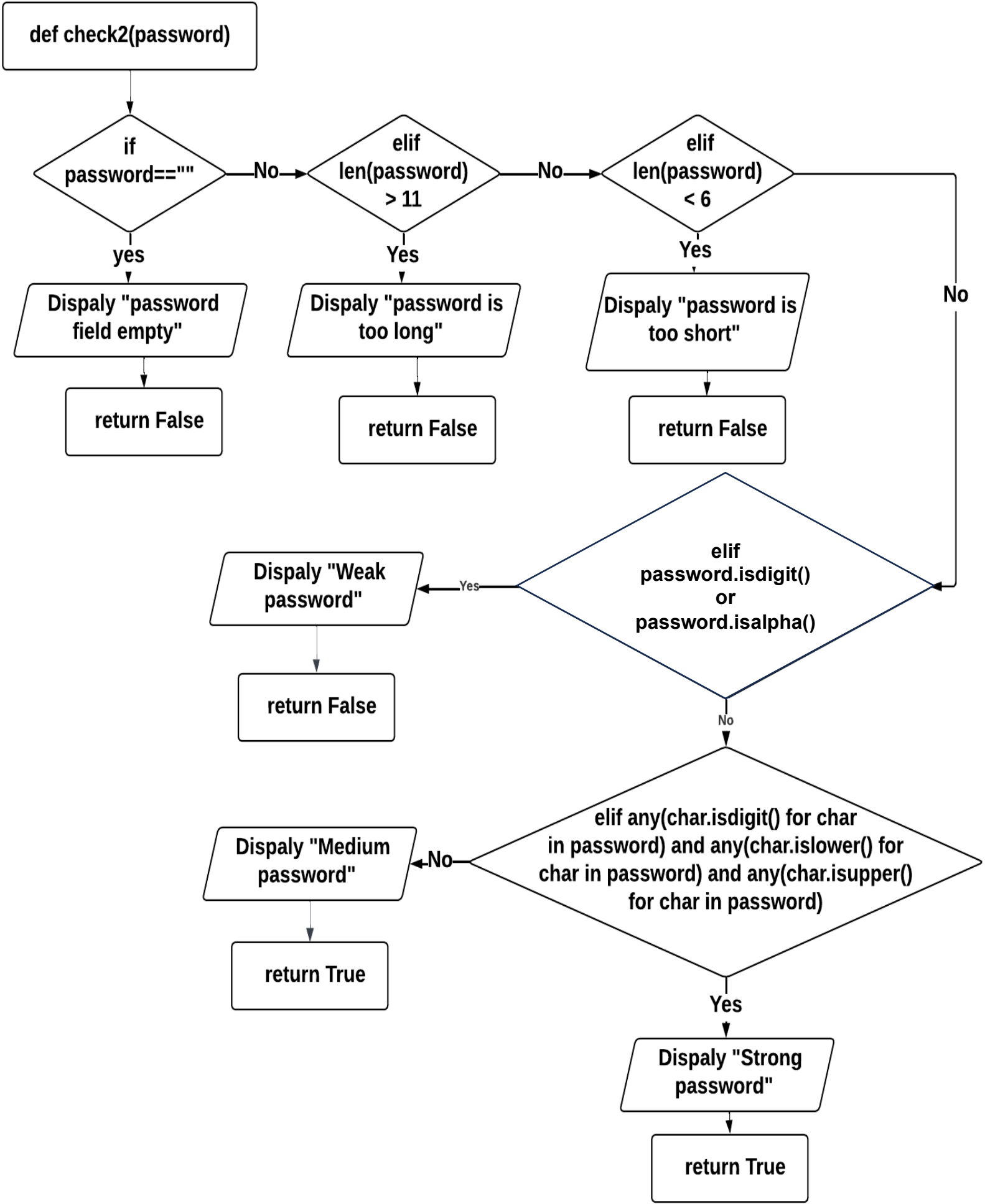


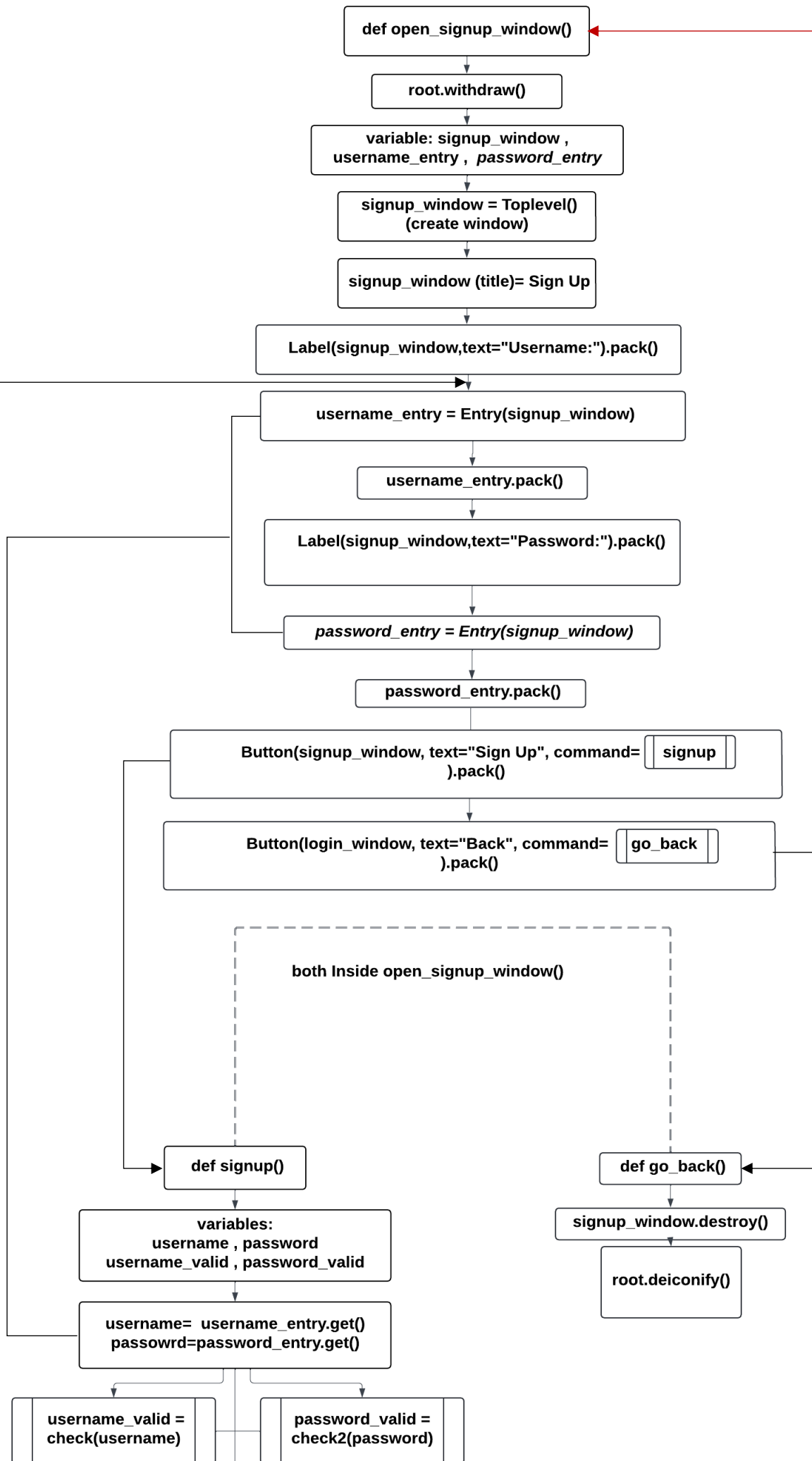
# Flowchart

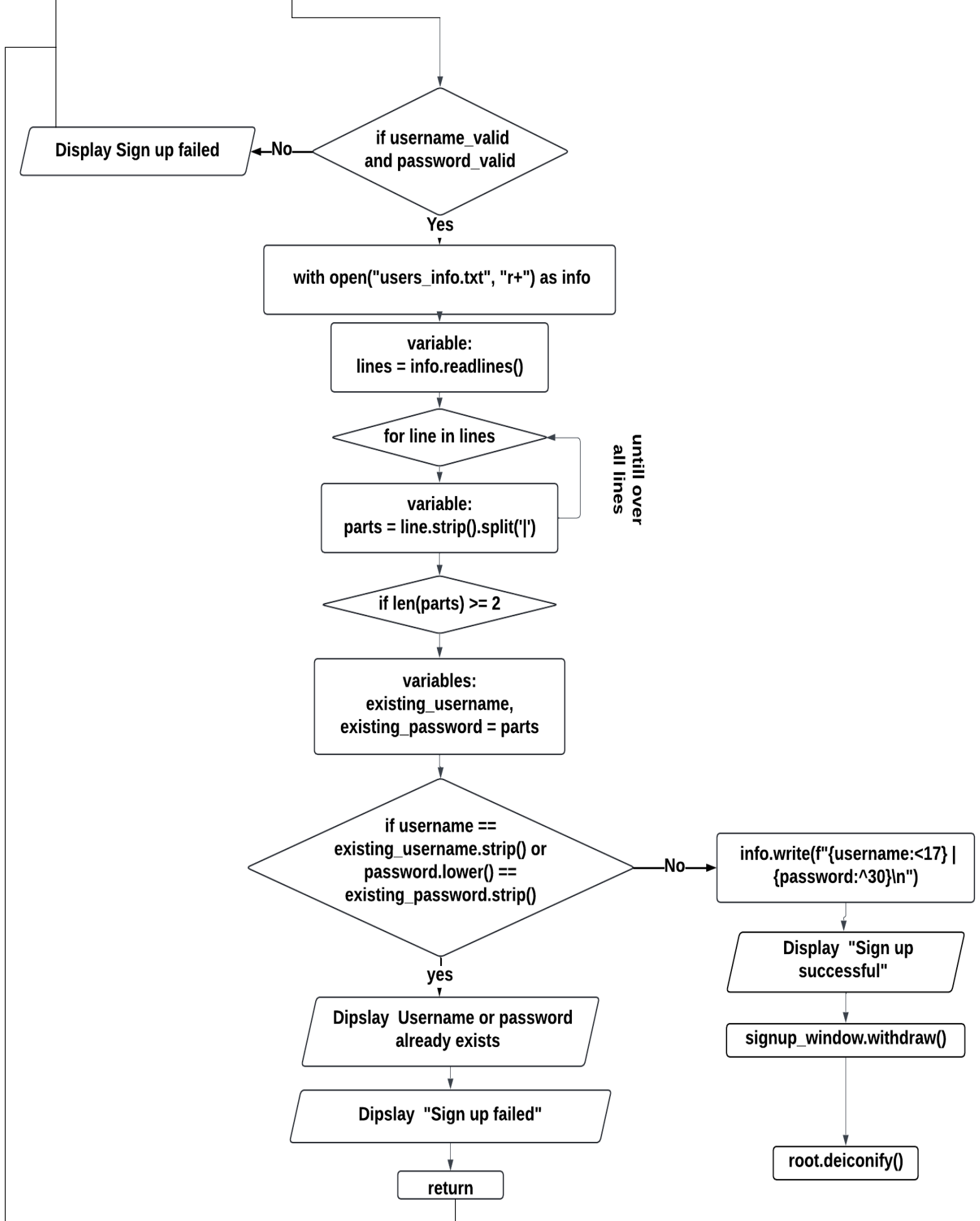
1

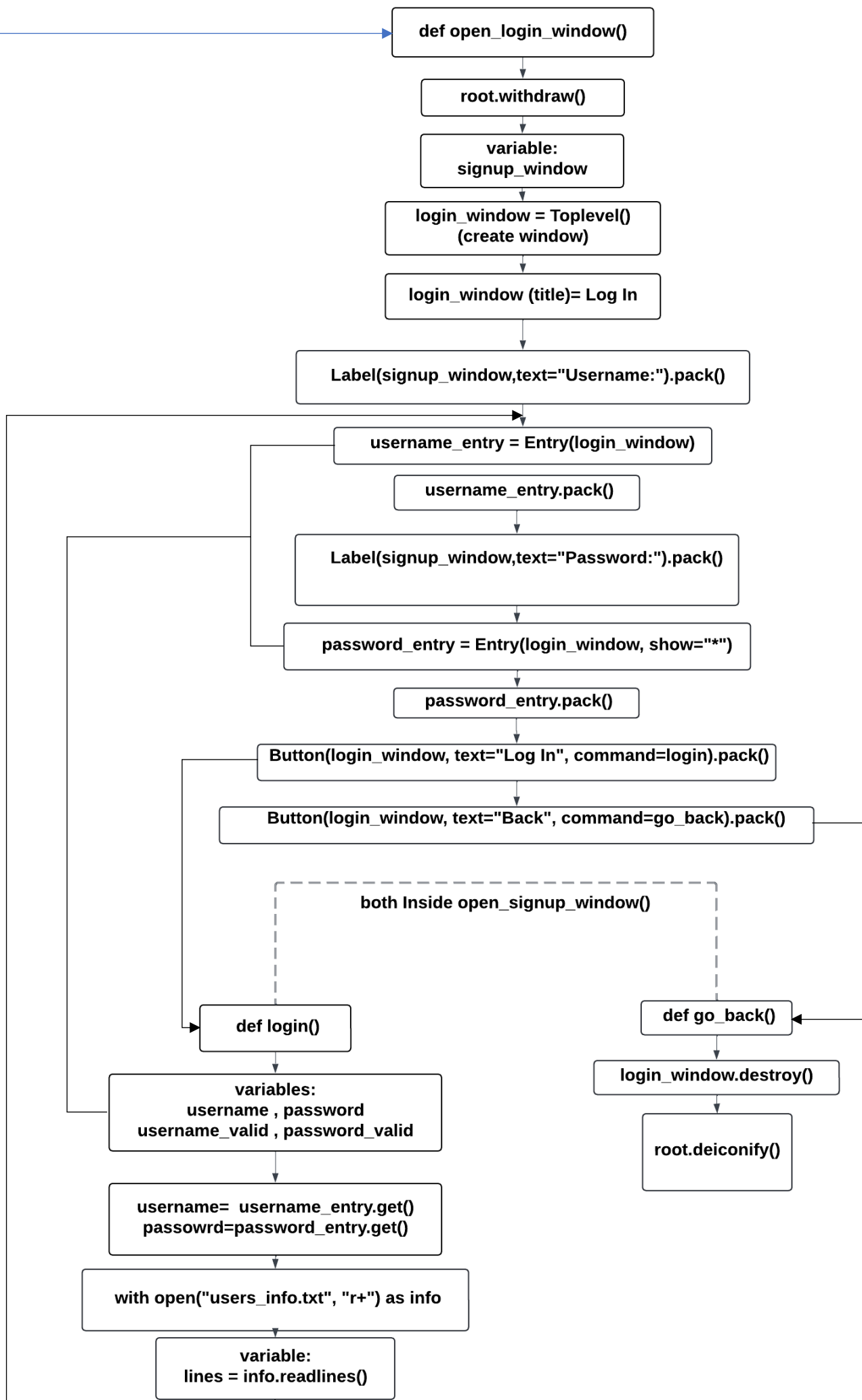


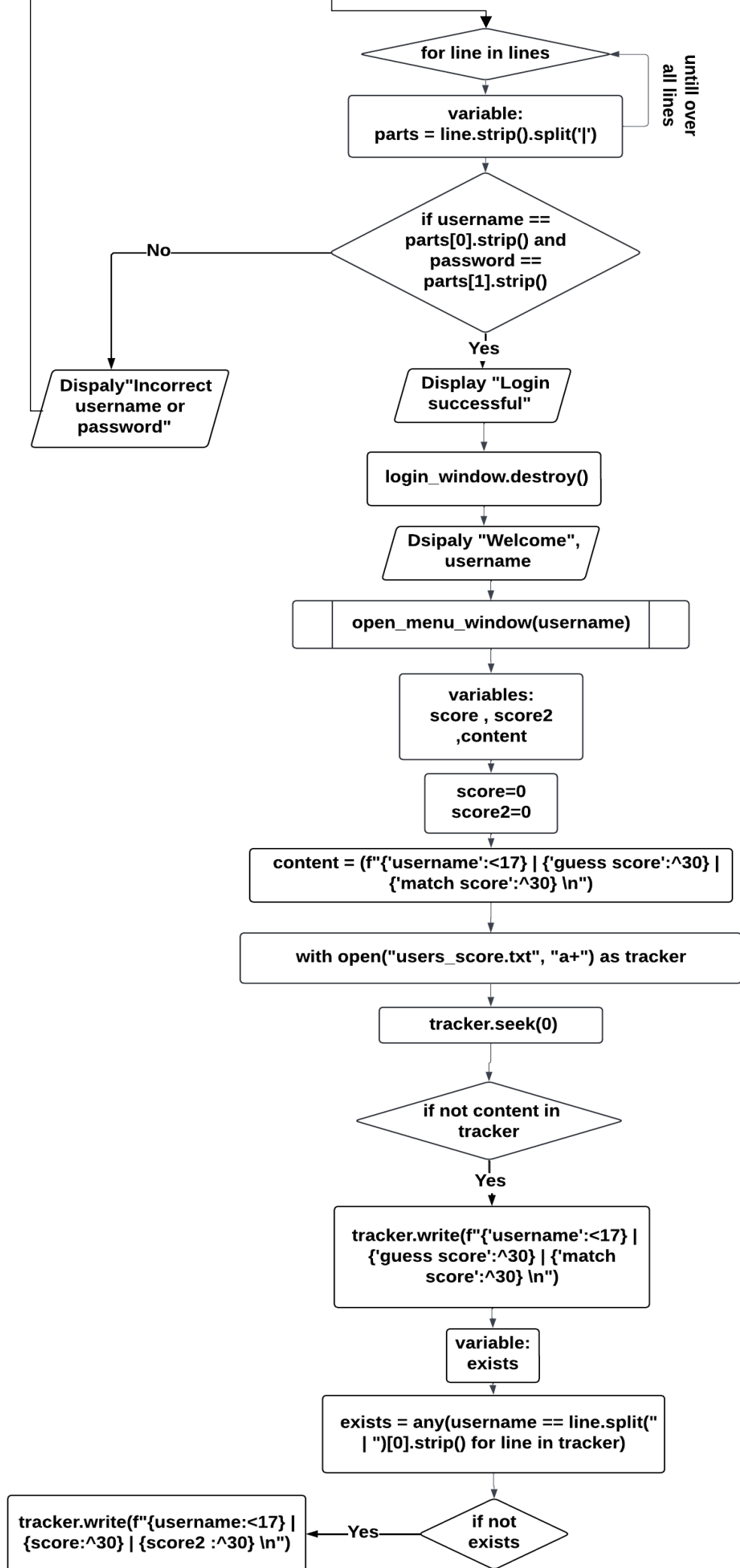


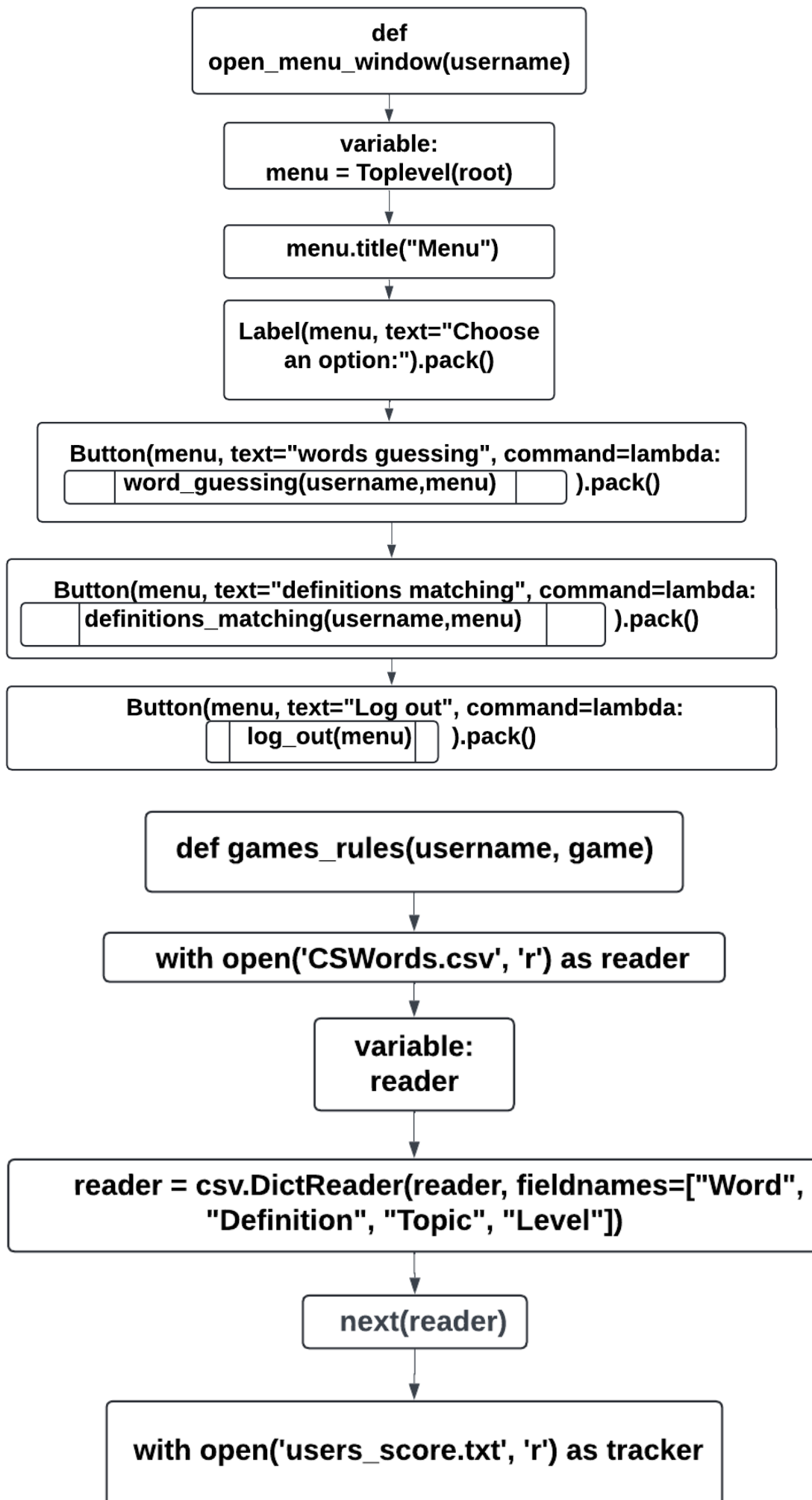
Enter in field boxes again

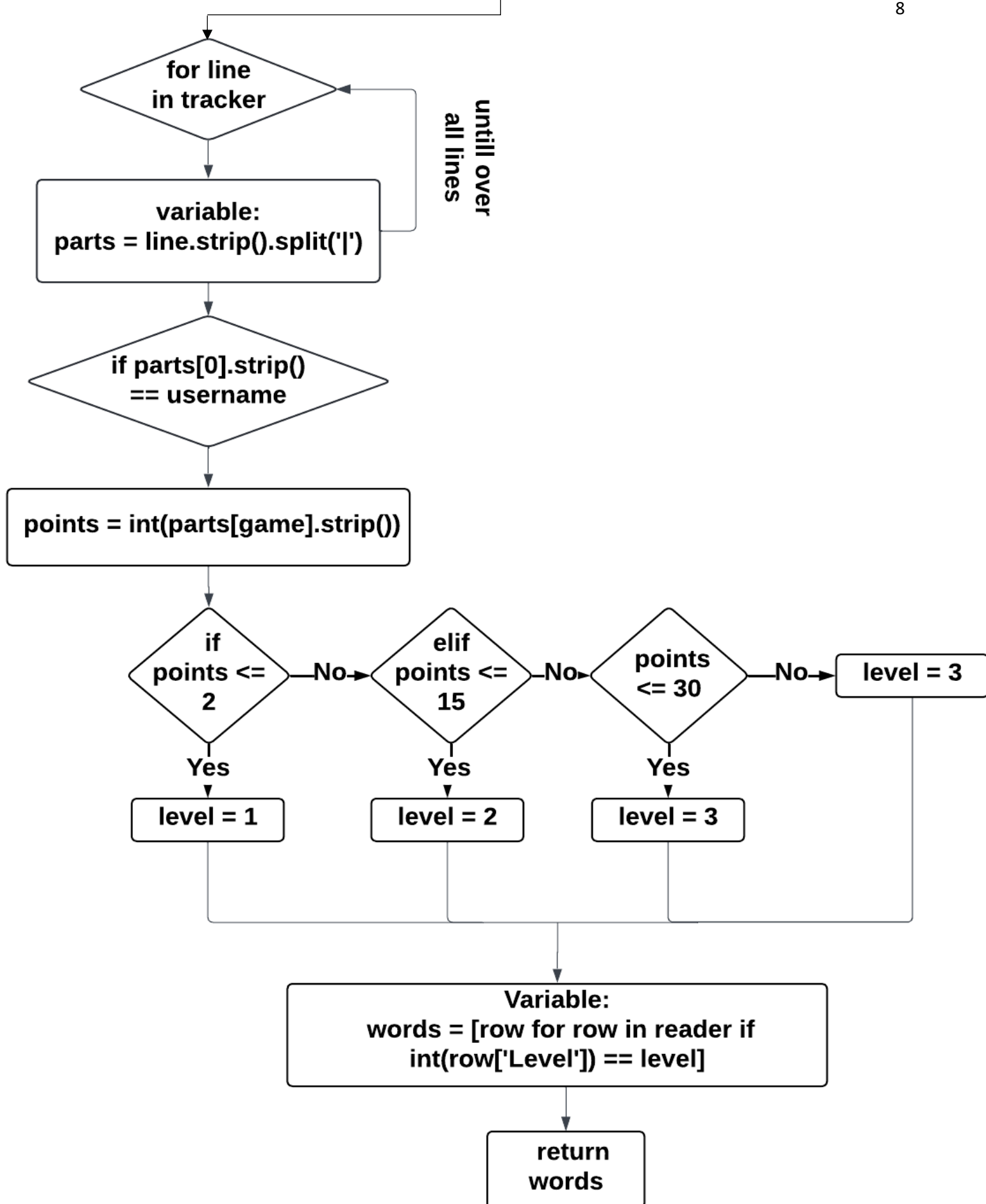














**def word\_guessing(username, menu):**

**menu.withdraw()**

**Dispaly "Welcome to  
guess game"**

**while True**

**Variables:  
words , random\_row ,  
random\_word , topic , guesses\_left  
, guessed\_letters**

**words =** 

	<b>games_rules(username, 1)</b>	
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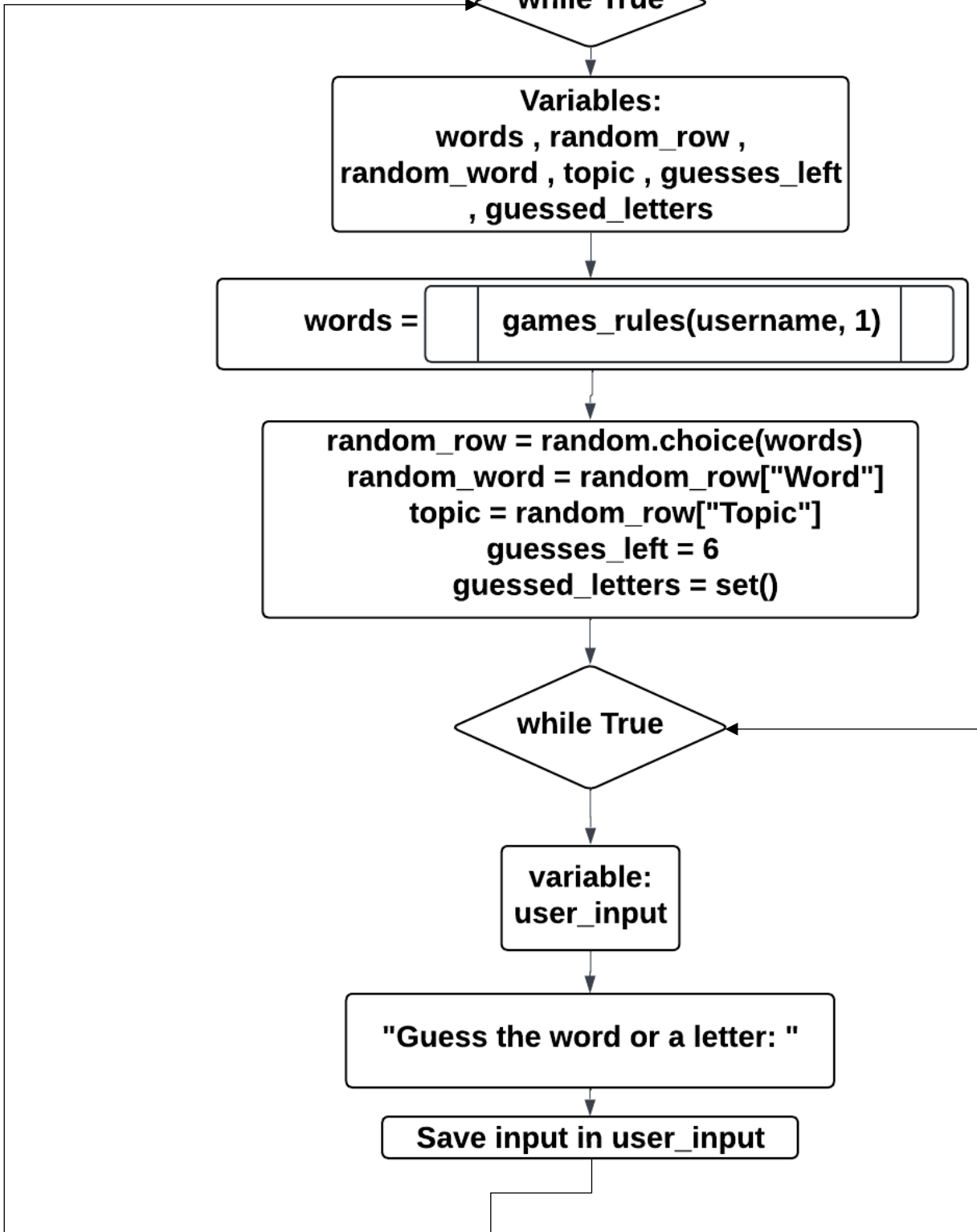
**random\_row = random.choice(words)  
random\_word = random\_row["Word"]  
topic = random\_row["Topic"]  
guesses\_left = 6  
guessed\_letters = set()**

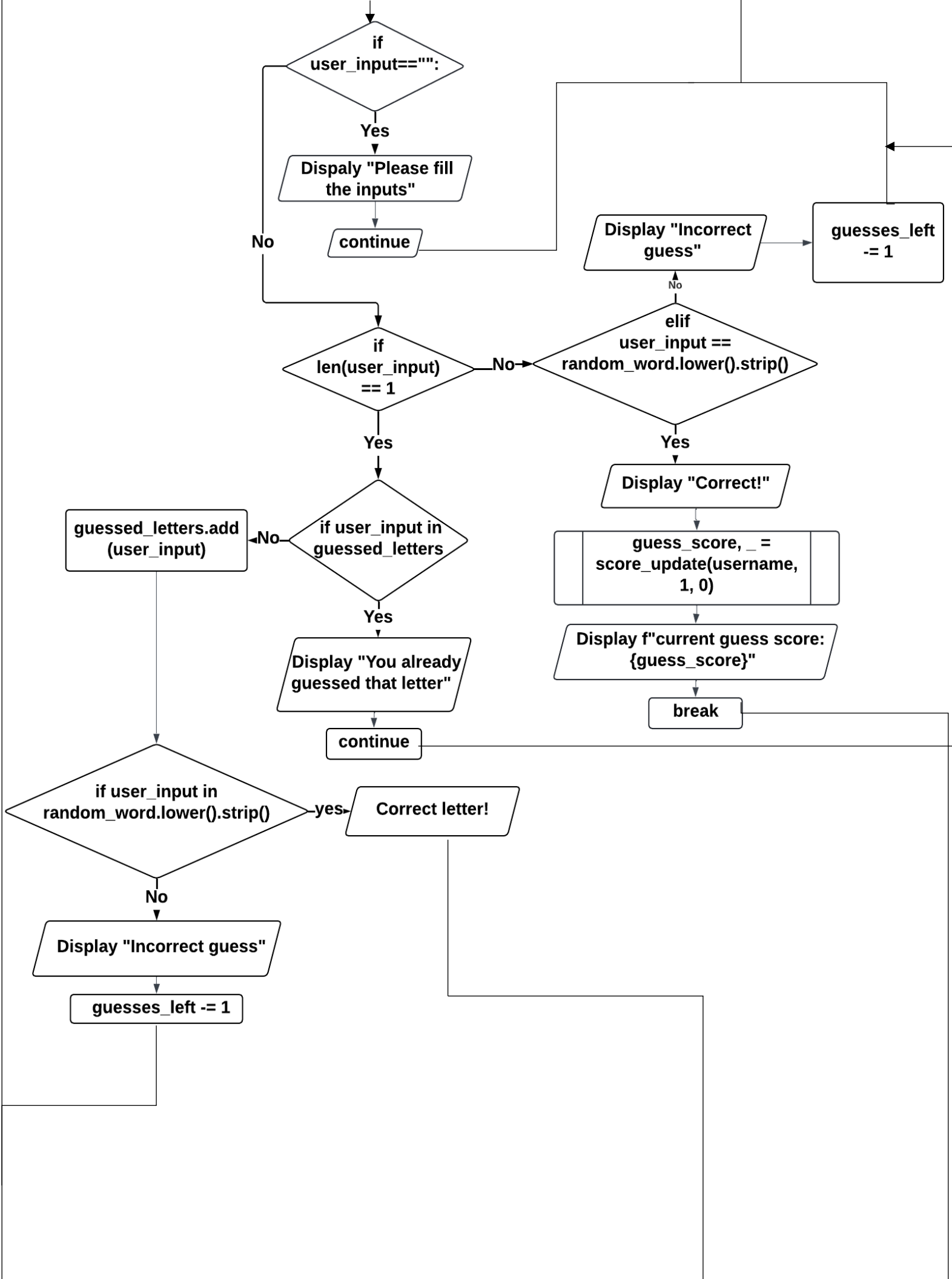
**while True**

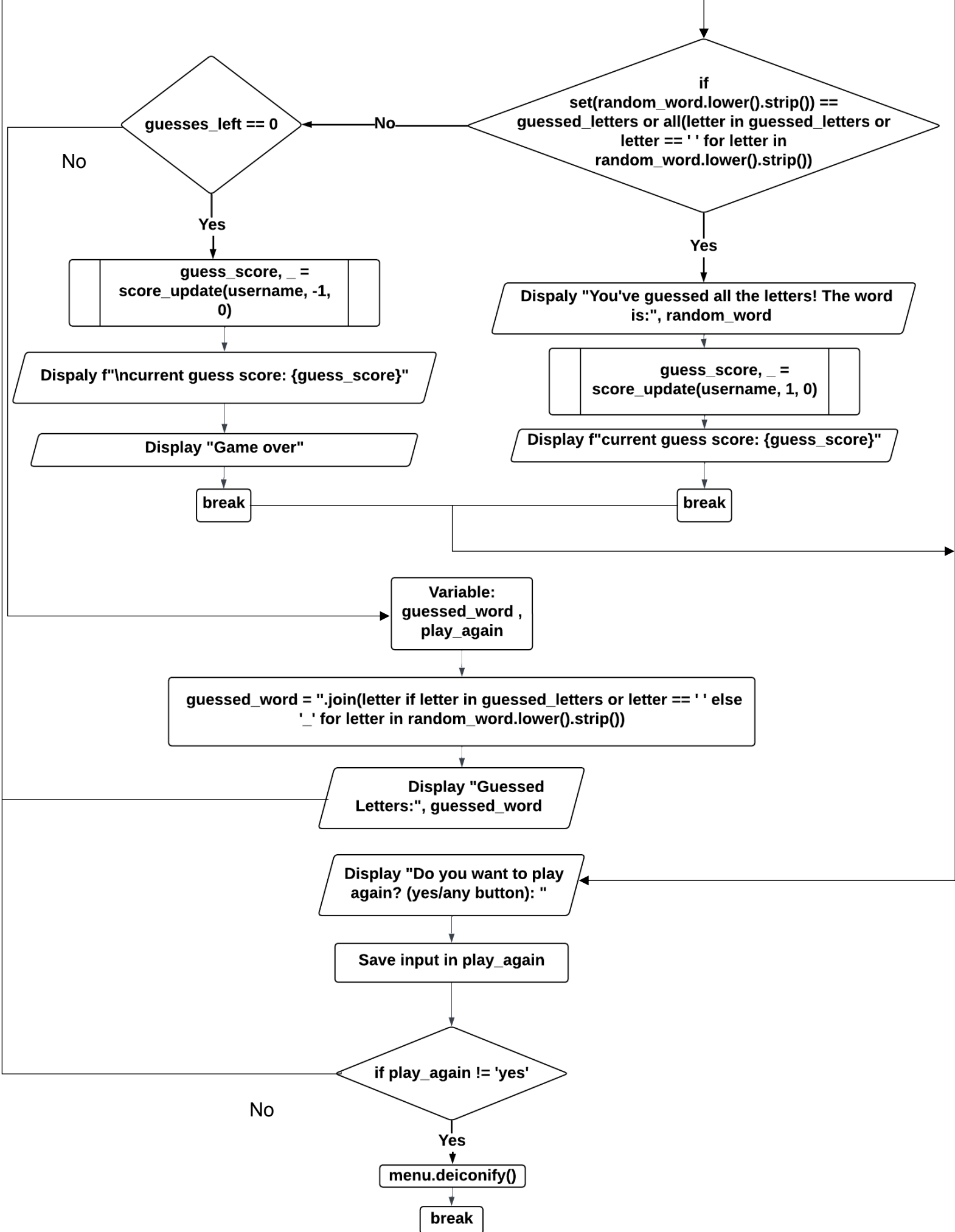
**variable:  
user\_input**

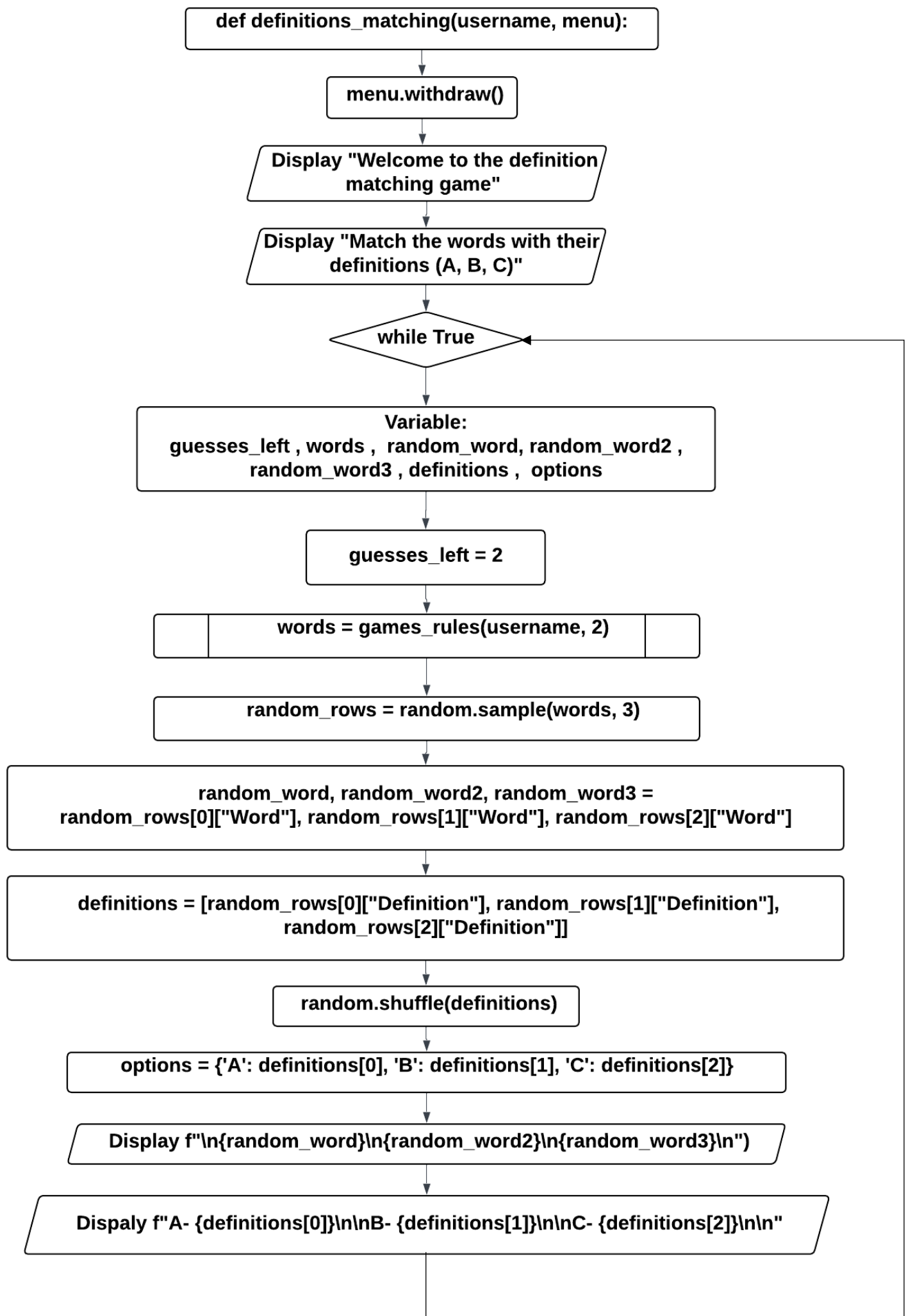
**"Guess the word or a letter: "**

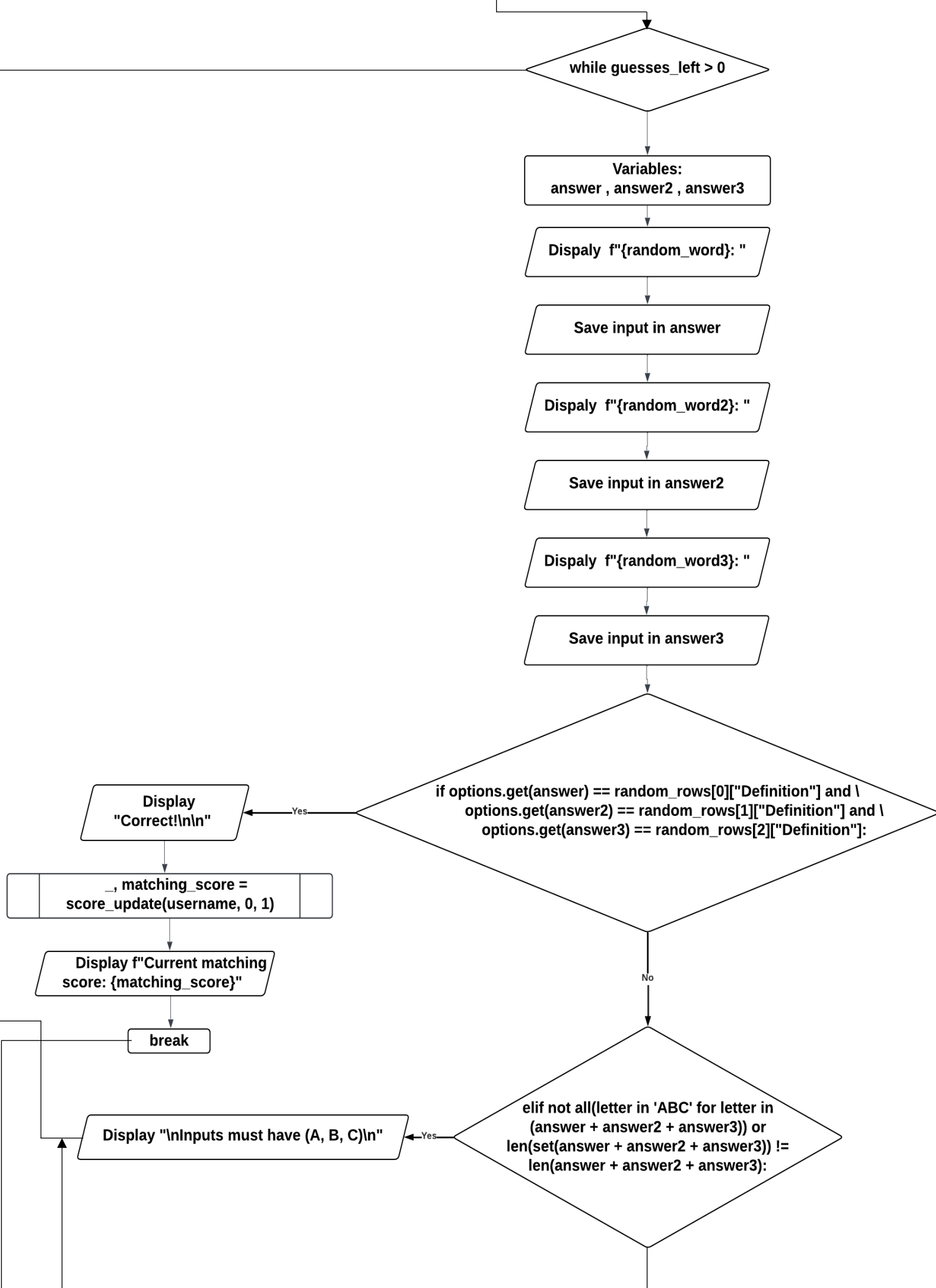
**Save input in user\_input**

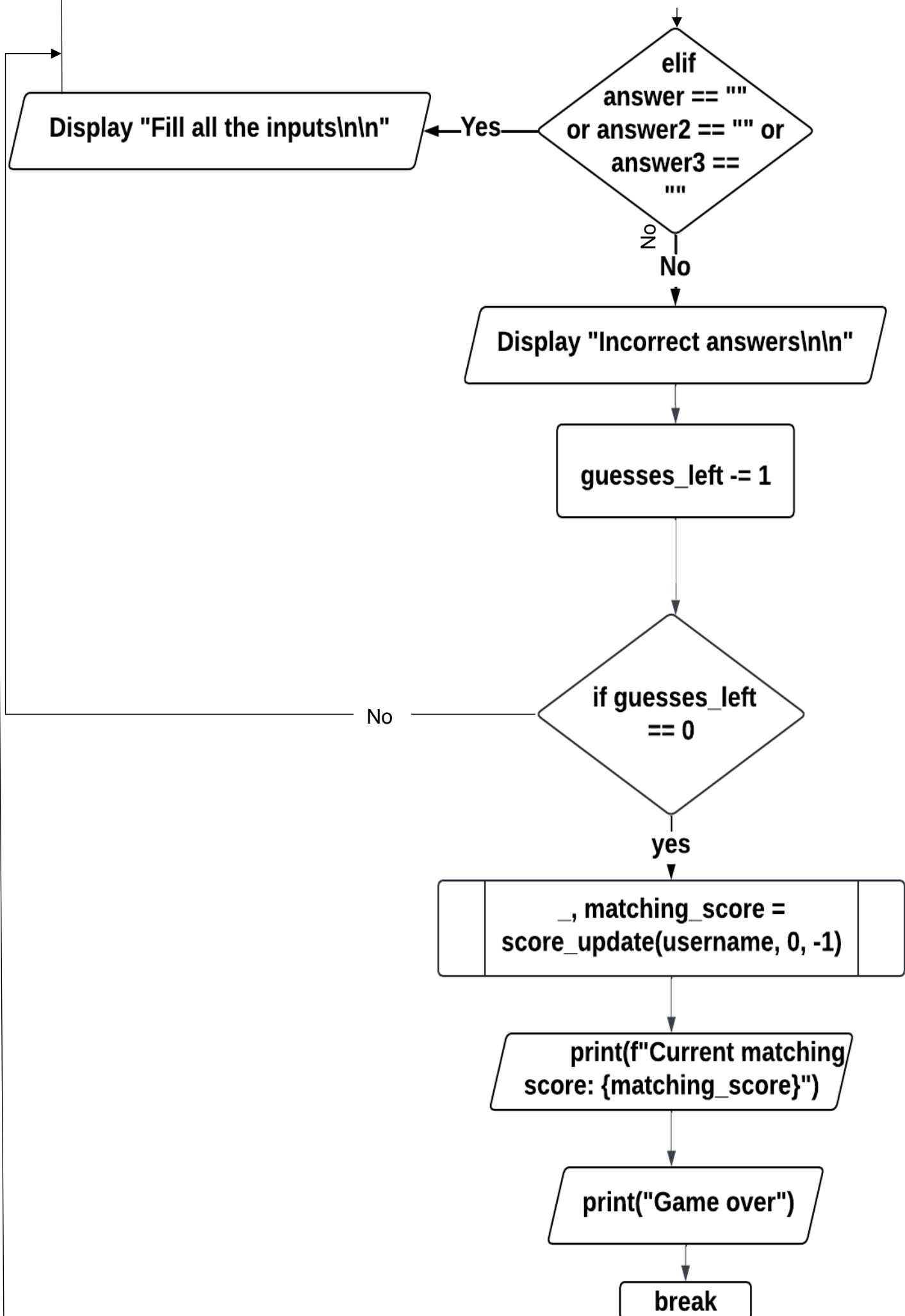


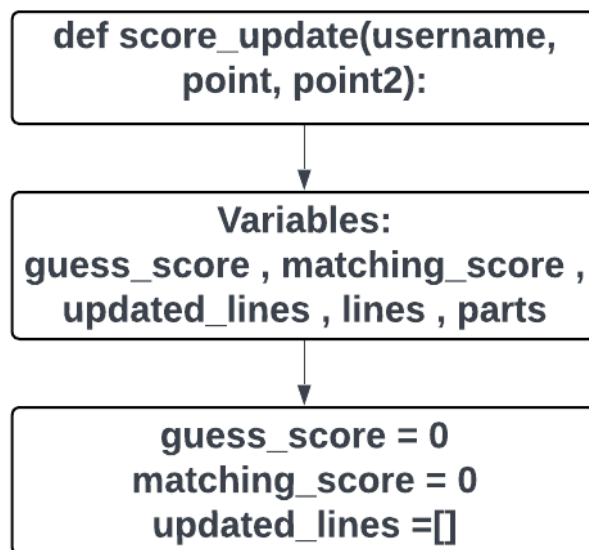
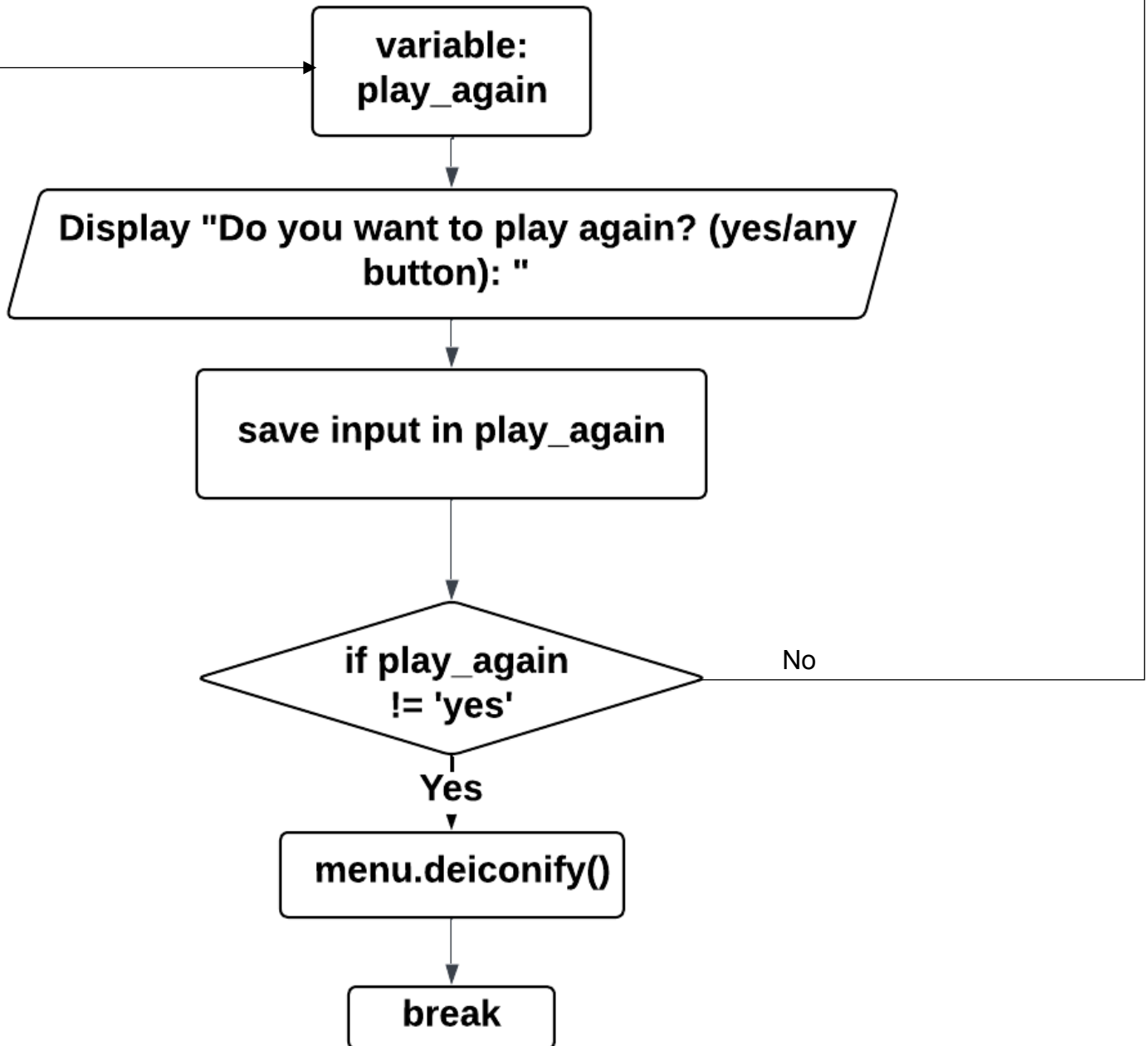


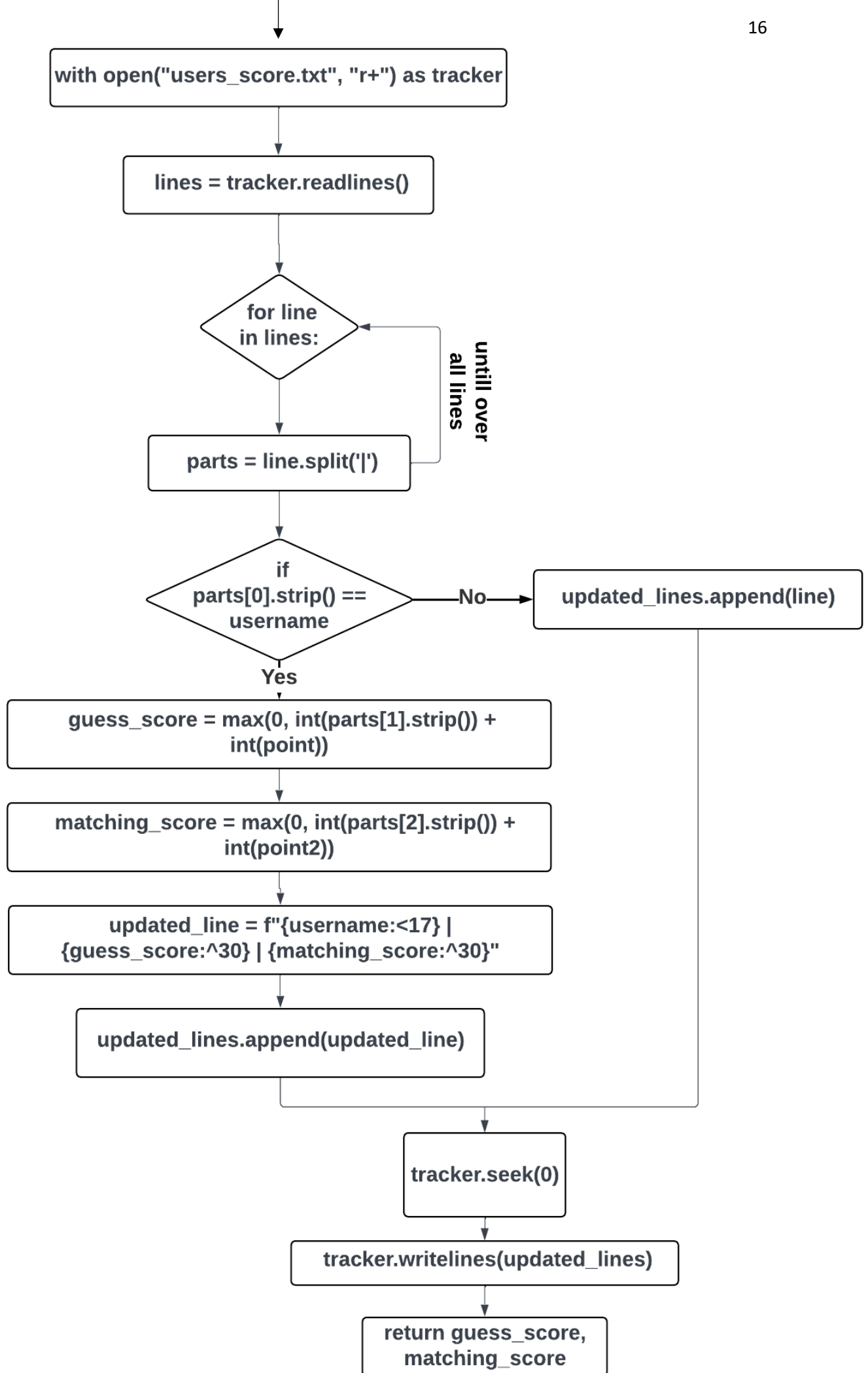




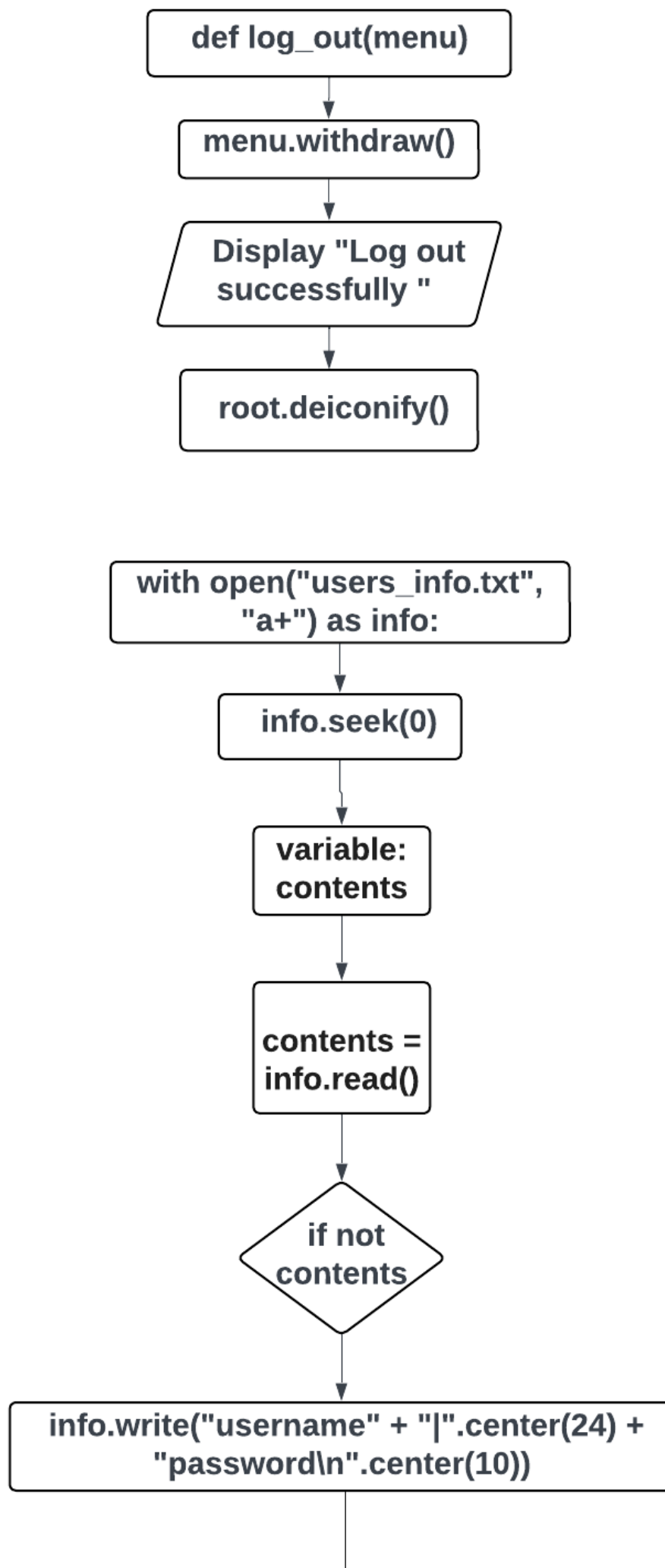












**variables:**  
**root , label , button1, button2**

**root = Tk()**

**root.title("Edeo learning")**

**label = Label(root, text="Welcome to Edeo Learning  
Program", font="Arial 10")**

**label.grid(row=0, column=0, columnspan=2,  
pady=20)**

**button1 = Button(root, text="Sign Up", font="Arial  
10", command=****open\_signup\_window)**

**button1.grid(row=1, column=0)**

**button2 = Button(root, text="Log In", font="Arial  
10", command=****open\_login\_window)**

**button2.grid(row=1, column=1)**

**root.mainloop()**