

ISLAMIC UNIVERSITY OF TECHNOLOGY



VISUAL PROGRAMMING LAB

CSE 4402

Simple JavaFX Application

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1 Tasks

Create a Word Scramble Game where the user tries to guess a hidden word by selecting shuffled letters one at a time to form the correct word. When the game starts, a random word will be selected from a list of predefined words and its letters will be scrambled. The user will be presented with these shuffled letters, each represented as a separate clickable button. As the user clicks the buttons, the selected letters will appear in sequence in an answer box to help them track their guess. Refer to figure:1 for an idea about the user interface.



Figure 1: Example of the word scramble game user interface.

Use JavaFX and SceneBuilder to design the interface. Each letter should be represented as a separate button that the user can click. Display a “Congratulations” page if the user successfully unscrambles the word. If the user fails to guess correctly after a set number of attempts, show a “Try Again” page and reset the game.