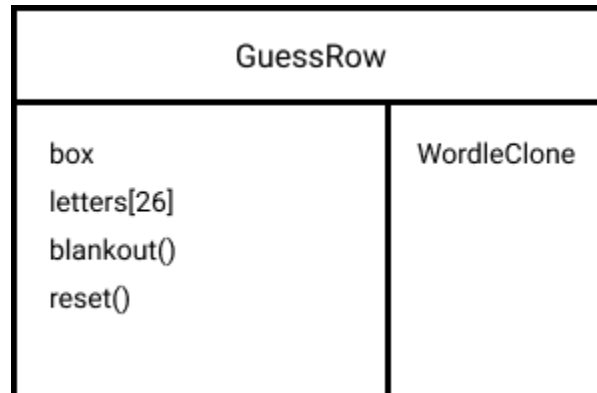
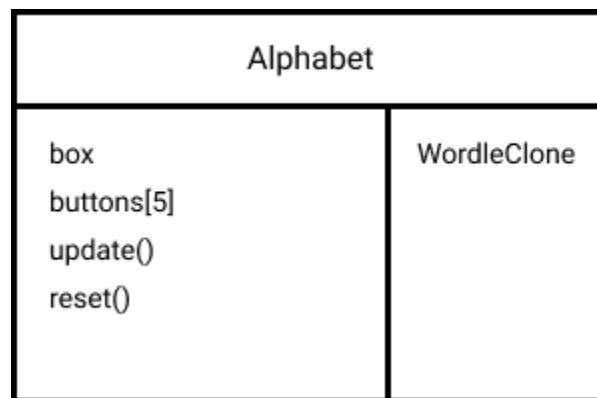


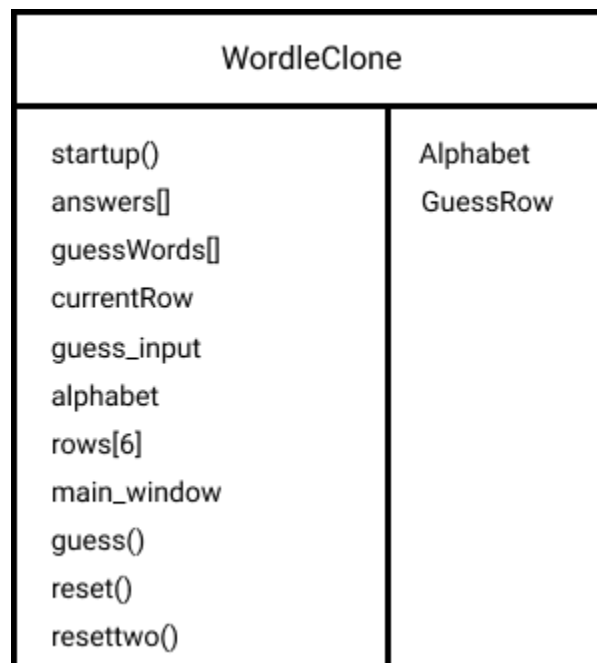
GuessRow() class: represents one row (one box) containing buttons that change style and text when a valid answer is guessed.



Alphabet() class: represents the hint row containing labels that change style and text when a valid answer is guessed.



WordleClone: is the main class that controls and handles game flow.



Item 3 (Feedback):

1. How was the difficulty of this lab exercise?

The lab exercise wasn't difficult at all, especially since it was coded in Python. The new environment/framework was intimidating at first but the documentation had a tutorial and was all that was necessary.

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

It was way different than what we have done in the CS courses so far, so it was refreshing and reminded me of back when I started coding and why I found it fun.

3. How can this lab exercise be improved?

This lab exercise was interesting and fun enough to do, and would've been a good break from other tasks if we did it during the semester (this was the only interesting Python coding project all semester).