Name: Richard Cubia
Section: BSIT-402

1. Screenshot of the design:
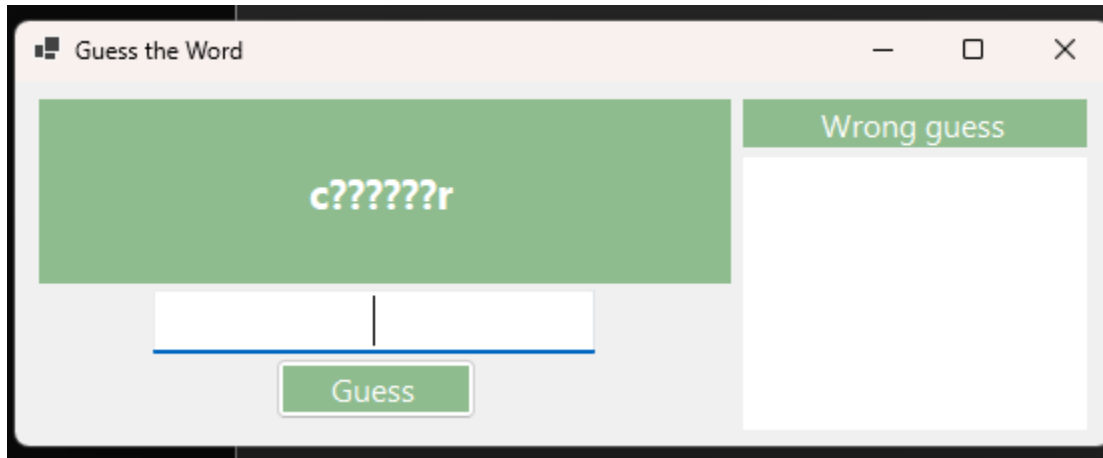
2. Screenshot of the code:


```csharp
using System.Text;

namespace frmGuessWord
{
    3 references
    public partial class Form1 : Form
    {
        private string wordToGuess = "computer";
        private StringBuilder wrongGuesses = new StringBuilder();

        1 reference
        public Form1()
        {
            InitializeComponent();
            SetupGame();
        }

        1 reference
        private void SetupGame()
        {
            Word.Text = MaskWord(wordToGuess);
        }

        1 reference
        private string MaskWord(string word)
        {
            if (word.Length > 2)
            {
                return word[0] + new string('?', word.Length - 2) + word[word.Length - 1];
            }
            return word;
        }

        1 reference
        private void Form1_Load(object sender, EventArgs e)
        {

        }

        1 reference
        private void button1_Click(object sender, EventArgs e)
        {
            string Guesses = Guess.Text.Trim();

            if (Guesses.Equals(wordToGuess, StringComparison.OrdinalIgnoreCase))
            {
                Word.Text = wordToGuess;
                MessageBox.Show("Correct guess!");
            }
```
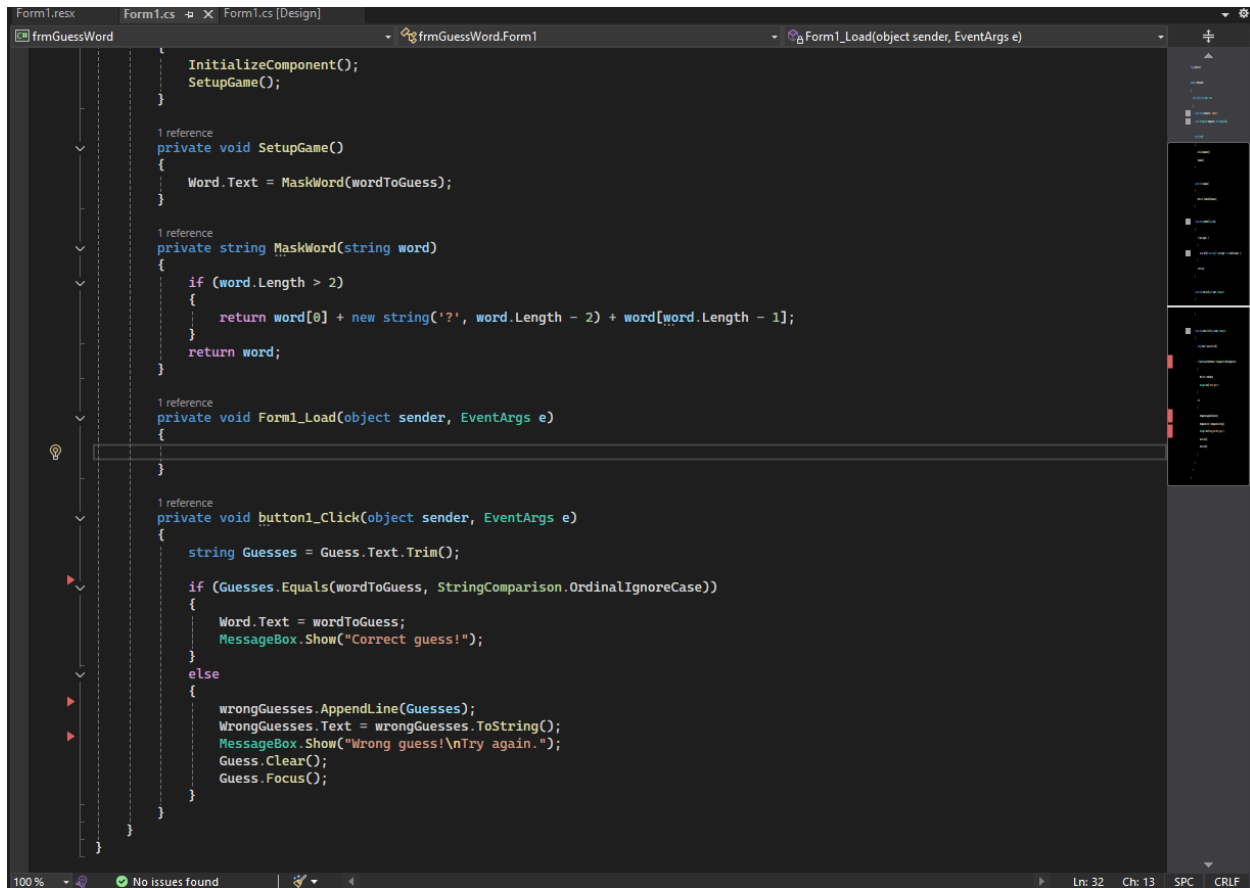
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```
        InitializeComponent();
        SetupGame();
    }

    1 reference
    private void SetupGame()
    {
        Word.Text = MaskWord(wordToGuess);
    }

    1 reference
    private string MaskWord(string word)
    {
        if (word.Length > 2)
        {
            return word[0] + new string('?', word.Length - 2) + word[word.Length - 1];
        }
        return word;
    }

    1 reference
    private void Form1_Load(object sender, EventArgs e)
    {

    }

    1 reference
    private void button1_Click(object sender, EventArgs e)
    {
        string Guesses = Guess.Text.Trim();

        if (Guesses.Equals(wordToGuess, StringComparison.OrdinalIgnoreCase))
        {
            Word.Text = wordToGuess;
            MessageBox.Show("Correct guess!");
        }
        else
        {
            wrongGuesses.AppendLine(Guesses);
            WrongGuesses.Text = wrongGuesses.ToString();
            MessageBox.Show("Wrong guess!\nTry again.");
            Guess.Clear();
            Guess.Focus();
        }
    }
}
```

3. Code:

```
using System.Text;

namespace frmGuessWord
{
    public partial class Form1 : Form
    {
        private string wordToGuess = "computer";
        private StringBuilder wrongGuesses = new StringBuilder();

        public Form1()
        {
            InitializeComponent();
            SetupGame();
        }

        private void SetupGame()
```

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```csharp
        {
            Word.Text = MaskWord(wordToGuess);
        }

        private string MaskWord(string word)
        {
            if (word.Length > 2)
            {
                return word[0] + new string('?', word.Length - 2) + word[word.Length - 1];
            }
            return word;
        }

        private void Form1_Load(object sender, EventArgs e)
        {

        }

        private void button1_Click(object sender, EventArgs e)
        {
            string Guesses = Guess.Text.Trim();

            if (Guesses.Equals(wordToGuess, StringComparison.OrdinalIgnoreCase))
            {
                Word.Text = wordToGuess;
                MessageBox.Show("Correct guess!");
            }
            else
            {
                wrongGuesses.AppendLine(Guesses);
                WrongGuesses.Text = wrongGuesses.ToString();
                MessageBox.Show("Wrong guess!\nTry again.");
                Guess.Clear();
                Guess.Focus();
            }
        }
    }
}
```
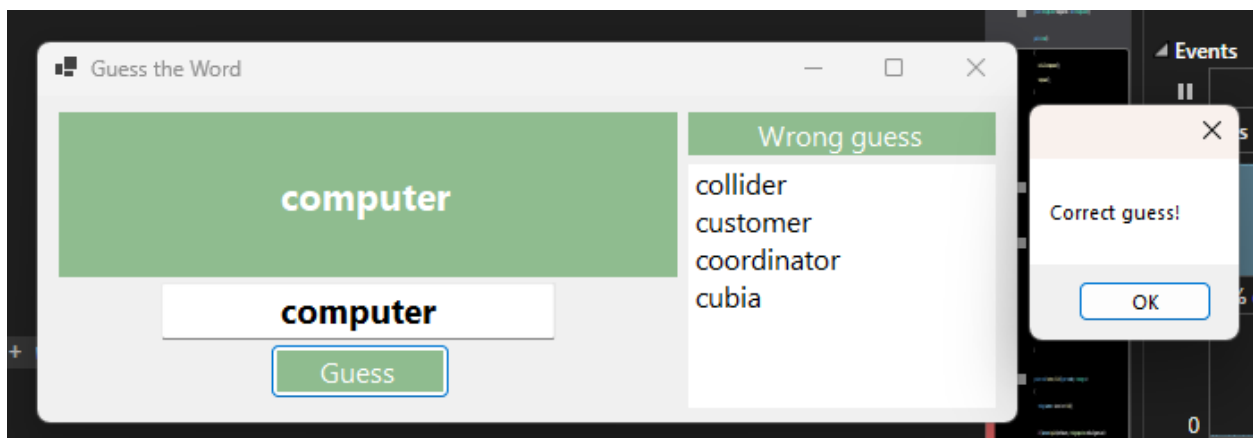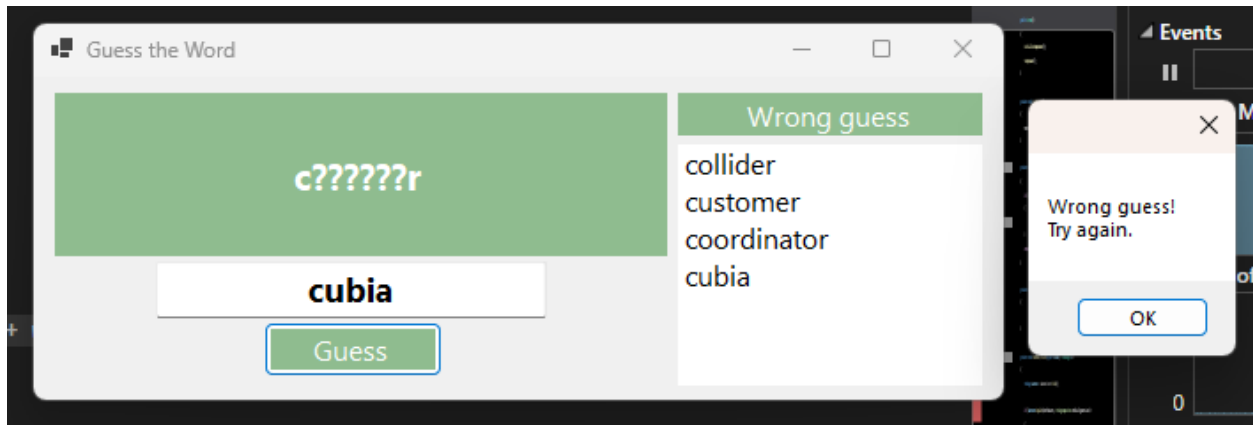
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4. Screenshot of the output:

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5. Flowchart