

User Guide

- **## Getting Started**

- This is a New York Times style Wordle game developed in Java.
 - - Guess the Wordle word in tries just one more than the word length you selected.
 - - Each guess must be a valid word with the length you selected.
 - - For each letter you confirm to enter, it will show:
 - - Green if it is in the word and in the correct spot.
 - - Yellow if it is in the word but in the wrong spot.
 - - Grey if it is not in the word in any spot.

- **## Structure**

- The workspace contains two folders by default, where:
 - - `src` : the folder to maintain sources
 - - `lib` : the folder to maintain dependencies
 - - `bin` : the folder to maintain compiled output files
 - - `doc` : Javadoc for this project

- **## Compile & Run**

- > cd src/wiederholung
- > javac -d . *.java && java wiederholung.Wordle

- **## Test**

- > See in resources folder.

以上内容整理于 [幕布文档](#)