**Kelimelik**

import java.awt.\*;

import java.awt.event.\*;

import java.util.Random;

import javax.swing.\*;

public class game extends JFrame implements KeyListener{

private JButton buttons[];

private JTextField textField;

private JPanel btnPanel,mainPanel;

private String[] sehir= {"trabzon","istanbul","tekirdağ","edirne","hatay","ordu","adana","ankara"};

private Random rnd=new Random();

private int resultIndex,score=100,quantity=0,trueScore=0;

public game() {

super("Kelimelik");

resultIndex = rnd.nextInt(sehir.length);

buttons=new JButton[sehir[resultIndex].length()];

System.out.println("Result: "+sehir[resultIndex]);

mainPanel = new JPanel();

mainPanel.setLayout(new GridLayout(2,1));

btnPanel = new JPanel();

btnPanel.setLayout(new FlowLayout());

textField = new JTextField();

textField.addKeyListener(this);

add(mainPanel);

for (int i = 0; i < buttons.length; i++) {

buttons[i] = new JButton("");

btnPanel.add(buttons[i]);

}

mainPanel.add(btnPanel);

mainPanel.add(textField);

setVisible(true);

setSize(sehir[resultIndex].length()\*100,100);

setLocationRelativeTo(null);

}

public static void main(String[] args) {

new game();

}

@Override

public void keyTyped(KeyEvent e) {

boolean isWorse=false;

quantity++;

System.out.println("Deneme: "+quantity);

for (int i = 0; i < buttons.length; i++) {

if (sehir[resultIndex].charAt(i)==e.getKeyChar()) {

buttons[i].setText(sehir[resultIndex].charAt(i)+"");

isWorse=true;

trueScore++;

}

}

if(!isWorse) {

score-=10;

System.out.println("Score: "+score);

}

if (trueScore==sehir[resultIndex].length()) {

System.out.printf("Game Over\nYour score is: %d\nYour quantity is: %d",score,quantity);

textField.setEnabled(false);

}

if (score==0) {

System.out.printf("Game Over\nYou lost");

textField.setEnabled(false);

}

}

@Override

public void keyPressed(KeyEvent e) { }

@Override

public void keyReleased(KeyEvent e) {}

}





