**Jumble.java**

runJumbleGame

1. Start
2. Create a frame
3. Set the tile of the window to "Jumble"
4. Make the frame visible
5. If the user clicks the close button the frame will close
6. Stop

Constructor – Jumble

1. start
2. Create start button with text “START”
3. Create submit button with text “SUBMIT”
4. Create nextWord button with text “NEXT WORD”
5. Create reset button with text “reset”
6. Make submit, nextWord and reset button invisible
7. Create label called output that displays "Please click on \"start\" to begin the game"
8. Set the font of the text in label output to Serif make it bold and also change the font size 20
9. Create new label scoreDisplay which displays "Score: " + score
10. Create new label skippedWordsAlert which displays " Skipped : " + timesSkipped
11. Crete new label errorAlert which displays " Errors: " + errors
12. Creates a new panel “panel1”
13. Adds all the buttons created in 2-5
14. Set background colour of panel to blue
15. Creates panel “panel2”
16. add label “output” to panel2
17. Create panel” panel4”
18. Add text field “txt1” to “panel4”
19. Set background of “panel4” to blue
20. Creates panel “panel5”
21. Add labels from 9-11 to panel5
22. Set the background to blue
23. Create “panel3”
24. Add all the other panels and align it with reference to the window
25. Creates an object “handler2” that refers to “theHandler2” class
26. Add actionListener to all the buttons

theHandler2 class

1. Creates object “timer” that refers to StopWatch class

actionPerformed

1. button = e.getActionCommand();///////////////////////////(check)
2. if button clicked is “START” then go to start method in StopWatch class and call the start method in this main class in this .java file
3. if button clicked is “SUBMIT” then go to stop method in StopWatch class and call submit method

disable the submit button

display "YOU TOOK " + timer.getTime() + " milliseconds to make a decision" in a dialogue box

reset the time in reset method in StopWatch class

1. if button clicked is "RESET"

call the reset method and enable the submit button

1. if button clicked is "NEXT WORD"

Call the nextWord method enable the submit button

1. stop

start()

1. start
2. make start button invisible
3. make submit visible
4. make nextWord button disable
5. make nextWord button visible
6. make reset button Visible
7. remove all the text inside text field txt1
8. display the word from a different class in output label
9. stop

reset()

1. start
2. score🡨0, countNext🡨1, timesSubmitted🡨0, timesSkipped🡨0, index🡨0, errors🡨0
3. display ("Score: " + score) in scoreDisplay label
4. display " Skipped: " + timesSkipped in skippedWordsAlert label
5. display " Errors: " + errors in label errorAlert
6. make submit button Visible
7. make nextWord button Visible
8. disable nextWord button
9. disable reset button
10. erase text inside txt1 text field
11. display the word from a different class in output label
12. stop

submit()

1. str🡨 string entered in txt1
2. enable reset button
3. enable nextWord button
4. if string str 🡨 the word from StaticWordLibrary.java in getWord method

score🡨 score+1

display "Score: " + score in scoreDisplay label

1. if str does not equal to the word from StaticWordLibrary.java in getWord method

errors🡨 erros+1

display "Errors: " + errors in errorsAlert label

if errors>3

display "You made 4 ERRORS!!! GAME OVER " in a dialogue box

display "YOUR SCORE IS:" + score+"\n"+ "1-10:BAD 10-20:GOOD 20-30:VERY GOOD 30-45:AMZAING!!" in a dialogue box

close the program because the user has skipped more than 3 words

1. if index🡨 44
2. display "YOUR SCORE IS:" + score+"\n"+ "1-10:BAD 10-20:GOOD 20-30:VERY GOOD 30-45:AMZAING!!" in a dialogue box

close the program

1. timesSubmitted🡨 timesSubmitted+1
2. stop

nextWord()

1. str🡨 text entered in text field txt1
2. index🡨 index+1
3. nextWord button is disabled
4. reset button is enabled
5. submit button is enabled
6. text in text field txt1 is erased
7. display the word from StaticWordLibrary.java in getScrambledWord method
8. if str🡨null

timesSkipped🡨timesSkipped+1

display " Skipped: " + timesSkipped in skippedWordsAlert label

if timesSkipped>3

display "You skipped 4 words!!! GAME OVER " in a dialogue box

display "YOUR SCORE IS:" + score+"\n"+ "1-10:BAD 10-20:GOOD 20-30:VERY GOOD 30-45:AMZAING!!" in a dialogue box

exit program

1. stop