8. A game displays a picture and the user is asked to spell the matching word by entering letters.
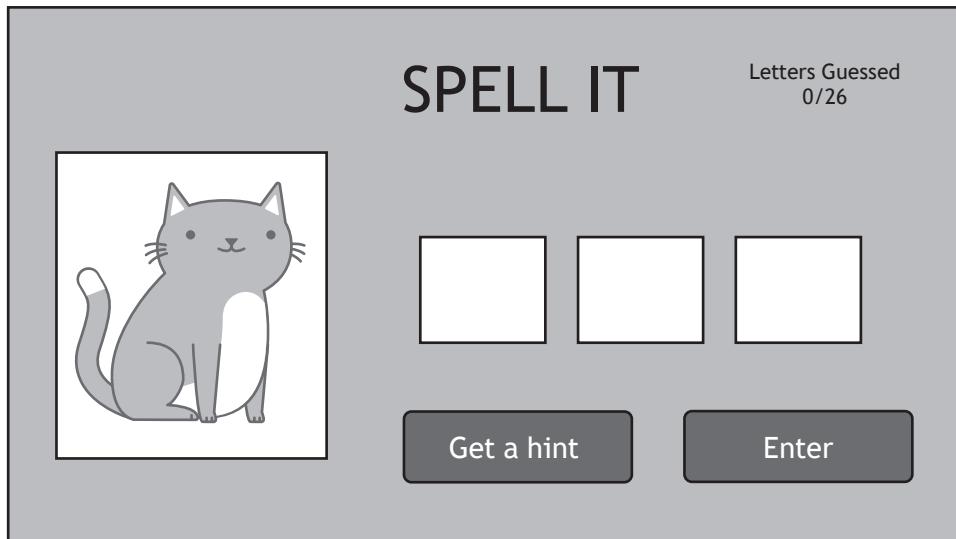
When a correct letter is entered by the user the letter is filled into the correct box(es).

The game displays the number of letters that the user has already guessed.

The user is able to get a hint. Once the correct letters have been entered a message of congratulations is displayed.

SPELL IT

Letters Guessed
0/26

Get a hint

Enter

(a) Describe two processes of this game.   **2**

Process 1 _____

_____

Process 2 _____

_____

8. **(continued)**

(b) The first level of the game uses words that are three letters long. These words are stored in a text file called `threeLetters.txt`.

Using a design technique of your choice, design a program to read in this file, pick one of the words at random and assign it to a variable called `chosenWord`.

4

(c) As the game progresses the words get longer and users can get hints from the game.

Using a programming language of your choice, write code to:

(i) assign the variable `hintOne` the first letter of the word stored in the `chosenWord` variable.

1

(ii) assign the variable `hintTwo` a random letter from the word stored in the `chosenWord` variable.

2

8. **(continued)**

(d) When the user enters a letter they have not already chosen, this is stored in an array called `usedLetters`. The number of letters stored in the array is increased by one and is stored in a variable called `numLetters`.

For example:

	Values

`usedLetters`	`["D", "Z", "R", "B", "",`
	`"", "", "", "", "", "", "",`
	`"", "", "", "", "", "", "",`
	`"", "", "", "", "", "", ""]`

`numLetters`	`4`

If the user enters a letter already stored in the array `usedLetters` an error message is displayed. The user is asked to try again until they enter a letter that is not already stored in this array.

Using a programming language of your choice, write the code to implement this feature.

6