

<u>Function #</u>	<u>passed to it</u>	<u>Function name</u>	<u>Function action</u>	<u>returns</u>	<u>next action</u>
1	wordpos[x]	checkForWord	checks for word in UI list	int 1 if True (word is made in UI list) int 0 if False (word is not made in UI list)	go to 2 go to 4 then go to 5
2	-	checkAllFlags	checks if all TempFlags OR Flags = 1	int 1 if True (all flags are 1) int 0 if False (any flags are 0)	go to 3 then go to 4 then go to 5 then 'continue' (go back to 1) go to 6 then do x ++ then go to 7 then 'continue' (go back to 1)
3	wordpos	storeWordString	stores the whole word string	-	
4	-	resetAllTempFlags	resets all TempFlags to 0	-	
5	wordpos, x	iterateOverWords	moves wordpos[x] along realwords list	int value of x	if was possible to move wordpos[x], return x if was not possible, if x==0, Search is over, go to 10 if x!=0, go to 8 then do x -- then go to 9 then go to 5 return x
6	-	TempFlag_to_Flag	converts all TempFlags to Flags	-	
7	wordpos, x	setNewX	point wordpos[x] to the previous x's child node	int value of x	if was possible to move wordpos[x], return x if was not possible, do x -- then if x==0, Search is over, go to 10 if x!=0, go to 8 then do x -- then go to 9 then go to 5
8	wordpos, x	forgetWord	forgets wordpos[x] i.e. = NULL	-	
9	wordpos, x	removeUIFlagsForWord	clear Flags for a word being moved along the realwords list	-	
10	wordpos	endOfSearch	ends the program after freeing memory	-	
11	pointer to UI string	ui_linked_list	creates linked list of UI letters	int number of nodes	nothing to do with main loop
12	word, length	checkDictionaryWord	checks if a dictionary word can be made using the UI letters available	int 1 if Yes int 0 if No	nothing to do with main loop
13	-	resetAllFlags	resets all TempFlags and Flags to 0		nothing to do with main loop