User's Documentation

Introduction

The Word Unscrambler is a program that loads a dictionary (each line represents a word) and lists all the anagrams of a word given by the user. This can be especially useful for word building games, such as Scrabble, where the Word Unscrambler gives a great insight into all possible letter combinations.

Running the program

The program has been written and compiled on an Intel based platform using FreePascal. Specifically:
- CPU: Intel Core i3-6100
- RAM: 8GB DDR4
- Windows 10 Pro – Fall Creator's Update – 64 bit
- Lazarus IDE version 2.0.0
- FreePascal 3.0.4

Therefore, the Word Unscrambler should be compatible with any modern system 64 bit system.

Runtime stages

The user encounters several stages while running The Word Unscrambler. First, he is asked to choose an input method. Pressing any keys other that the numbers instructed will immediately shut the program down.

Next stage differs based on the previous choice. The console input type requires the user to type words into the console one on each line. Once he is finished, the user can proceed by typing '-1' and pressing the 'Enter' key. In the case of a text input, the user is presented with a dialog, which instructs him to enter the correct filename. Keep in mind, that the text file must be formatted accordingly – one word on each line. It must also be in the same folder as the '.exe' file of the Word Unscrambler. Not only that, the user has to type the name without the '.txt' extension.

Once done with either method of input, the user encounters the third stage. Entering a word and pressing 'Enter' makes the Word Unscrambler search for any correct words and list them off. If no such words were found, the user receives a warning.

The fourth stage is a menu of three choices, the first being a return to Stage 2 – Console version, the second a return to Stage 3, and the third being an option to exit the program. The fourth stage is navigated in the same way as the first one. Although there is one exception. Pressing the wrong key will simply ask the user to try again, instead of terminating the program and losing all the progress.