Part 1:

Please fill the template according to the commented instructions.

Feel free to use Google

```
class MyActionListener {

// Init the class
constructor() {}

// registerListener registers a function to an action name. In case the action already exists, the new listener should be added to the
// already existing listeners
// action - Action name
// listener - Function to invoke upon action call
registerListener(action, listener) {}

// When calling the removeListener all listeners are removed from the action
// and the action itself is removed and can no longer be called.
// action - the Action to remove
removeListener(action) {}

// Invoke all registered listeners of the giving action with the passed data
// In case the action is not registered, an exception thrown
// action - The action name
// data - The data to pass to all registered listeners as parameter
emit(action, data) {}

}
```

```javascript
// Call the constructor
actionListener = new MyActionListener();


// Add listener to the action
actionListener.registerListener("PRINT", (data) =>
        console.log(`Don't tell me what I ${data} or ${data}'t do`)
);


// Add another listener for the action
actionListener.registerListener("PRINT", (data) =>
        console.log(`I eat pickles right of the ${data}`)
);


// Execute all listeners with the data provided
actionListener.emit("PRINT", "Can");
// Remove all listeners assigned to the action
actionListener.removeListener("PRINT");
// Execute an unregistered action should be resulted with an error
actionListener.emit("PRINT", "Can");


// Result -
// Don't tell me what I Can or Can't do
// I eat pickles right of the Can
// throw new Error(`Can't emit an event. Event "${name}" doesn't exits.`);
// ^
```

Part 2:

Use the implementation of the action listener to create a React UI application.

The usage of hooks is prefered. Good structure of your UI components is required.

The UI be inspired by the image below

When clicking a character for the first time it should be displayed in the leftmost square, second character in the second square and so on.

When all squares are full, clicking another character will do nothing.

Clicking the backspace button will remove the right most character from the sqaures. If there are no characters in any sqaure, backspace will do nothing.

Clicking the enter when all characters filled will check if the word exist in the English dictionary. In any other case, clicking enter will do nothing.

If the word exist in the English dictionary all the squares' border will be painted in green.

If the word doesn't exist in the English dictionary or not all sqaures are filled, all sqaures' border should be painted in red.