Queens College
Computer Science Department

CS 212 – Spring 2024 – Project 3

Assigned: 10 April 2024
Due: 24 April 2024
Cutoff: 29 April 2024

Continuing with the Word Puzzle

Winning the Game

Let the player know if he or she won the game by guessing all the words on the solutions list. Show a MessageDialog in this case, and ask the user if he or she would like to play again.

Create a File Menu in your GUI

Add a file menu to your game GUI with options to open any file for reading (and processing the file as in Project 2), and one to Quit the program. You will need a FileMenuHandler class to handle the events from the FileMenu. Be sure to use getAbsolutePath() when getting the file from the JFileChooser, not getName().

Handle Exceptions

Create an exception called IllegalWordException (by extending IlegalArgumentException as shown in lecture) and have the constructor of the Word throw it. A Word is illegal if it doesn't contain all lower-case letters. Use a try/catch statement to catch this exception in your program, and show the erroneous Words in the console. A data file will be provided that has illegal words in it.

Create a jar file called **Project3.jar** and submit that to Blackboard by the due date for full credit. Be sure your jar file contains .java files, not .class files.