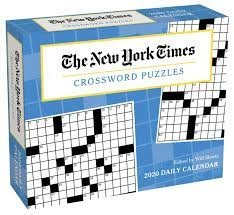
Secret Crossword

Each day, the New York Times publishes a new crossword puzzle. More than half a million people attempt to complete it daily.



Over 15,000 crossword entries (i.e., words) and their corresponding clues have been stored in a database. A game has been created for you that loads all the entries and clues in the database and then picks one randomly. Do you think you could guess an individual entry if given the

* clue
* number of letters
* first letter?

However, before you can play the game, you will need to complete the basic building block, namely, the SecretCrossword class. To begin this project, download, extract, and save the [Secret Crossword](https://drive.google.com/file/d/1MCybk_noLa_cSwI-y_IG8_GTdDsGiXXO/view?usp=sharing) project to your computer.

Open up the project by clicking on the BlueJ package file icon. You will notice that there are three classes in this project, namely, SecretCrossword, SecretCrosswordTest, and SecretCrosswordGame.

Your assignment is to finish writing the SecretCrossword class as a class that manages a crossword entry and its corresponding clue.

A SecretCrossword object holds a single String instance variable called crosswordClue. When a new SecretCrossword object is instantiated, its constructor is passed a String, which is stored in the instance variable. This String consists of an entry (what is entered in the crossword puzzle), followed by a blank space, followed by a clue. Here are some examples.

**ACEDIT Crushed a test  
HIKER Many a consumer of trail mix  
PAIGE Good name for a librarian?  
ROUTER Wireless network necessity  
SELFIE Pic taken at arm's length**

Note that the entry always comes first and is between 3 and 6 letters (all capitalized). Then comes a blank white space, followed by the clue (which may have additional white spaces).

Complete the five methods getEntryLength , getEntry, getClue, getFirstLetter, and isCorrectGuess according to the specifications given in the method comments. You will want to complete these methods in order, as some methods call previous methods.

When you are finished with this assignment, run the main method in the SecretCrosswordTest class. **The tester will ask you to display and explain a randomly selected method that you wrote, which includes the purpose of the method and specifically how your code works.**