```vb
 1  ' Name:            Wheel of Fortune Capstone
 2  ' Purpose:
 3  ' Programmers:  Phillip Nguyen and David Garrison on 4/25/2023
 4  Option Strict On
 5  Option Explicit On
 6  Option Infer Off
 7  Imports System.IO
 8
 9  Public Class frmMain
10      Dim seconds As Integer
11      Dim wheelstate As Integer = 1
12      Dim wheelspin As Integer
13      Dim result As Integer
14      Dim wheelspeed As Integer = 20
15
16      Dim ranIndex As Integer
17      Dim ranWord As String
18      Dim tempWord As String
19      Dim outputWord As String
20
21      Dim play1Score As Integer
22      Dim play2Score As Integer
23      Dim ActivePlayer As Integer
24      Dim intScoreCurrent1 As Integer
25      Dim intScoreCounter As Integer
26
27
28      Private Sub frmMain_Load(sender As Object, e As EventArgs) Handles    ⏎
          MyBase.Load
29          picWheel.Image = WheelImages.Images(0)
30          lblRandWord.Text = String.Empty
31
32          radInactive.Checked = True
33          radInactiveTwo.Checked = True
34          radInactiveThree.Checked = True
35          radInactiveFour.Checked = True
36      End Sub
37
38      Private Async Sub btnSpin_Click(sender As Object, e As EventArgs)      ⏎
          Handles btnSpin.Click
39          result = CInt((24 * Rnd()) + 1)
40          Timer1.Start()
41          wheelspeed = 20
42          lblPlay1Score.Text = String.Empty
43          intScoreCurrent1 = 0
44      End Sub
45
46      Private Async Sub Timer1_Tick(sender As Object, e As EventArgs)        ⏎
          Handles Timer1.Tick
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47              seconds += 1
48              Timer1.Interval = wheelspeed
49              If seconds = 1 Then
50                  If wheelstate <= 24 Then
51                      picWheel.Image = WheelImages.Images(wheelstate)
52                      wheelstate += 1
53                  ElseIf wheelstate > 24 Then
54                      picWheel.Image = WheelImages.Images(0)
55                      wheelstate = 0
56                      wheelspin += 1
57                      wheelspeed += 40
58                  End If
59                  seconds = 0
60                  If wheelspin = 2 AndAlso wheelstate = result Then
61                      Timer1.Stop()
62                      wheelspin = 0
63                      For Each ctrl As Control In grpLetters.Controls
64                          ctrl.Enabled = True
65                      Next
66                      Select Case result
67                          Case Is = 1
68                              intScoreCurrent1 += 10000
69                          Case Is = 0, 2
70                              intScoreCurrent1 = 0
71                          Case Is = 8, 18
72                              intScoreCurrent1 += 5000
73                          Case Is = 5, 12, 15, 21, 22
74                              intScoreCurrent1 += 2000
75                          Case Else
76                              intScoreCurrent1 += 1000
77                      End Select
78                      lblPlay1Score.Text = intScoreCurrent1.ToString
79
80                  End If
81
82
83
84          End If
85
86      End Sub
87
88      Private Sub menuLoad_Click(sender As Object, e As EventArgs) Handles  ↩
          menuLoad.Click
89          lblRandWord.Text = String.Empty
90          ranWord = String.Empty
91          tempWord = String.Empty
92          outputWord = String.Empty
93          lstRandWords.Items.Clear()
94
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 95             Dim Open As New OpenFileDialog()
 96             Dim myStreamReader As System.IO.StreamReader
 97             Open.Filter = "Text [*.txt*]|*.txt|All Files [*.*]|*.*"
 98             Open.CheckFileExists = True
 99             Open.Title = "OpenFile"
100             Open.ShowDialog(Me)
101
102             Try
103                 Open.OpenFile()
104
105                 myStreamReader = System.IO.File.OpenText(Open.FileName)
106
107                 For Each line As String In File.ReadAllLines(Open.FileName)
108                     lstRandWords.Items.Add(line)
109                 Next
110
111                 ranIndex = CInt(lstRandWords.Items.Count * Rnd())
112                 ranWord = lstRandWords.Items(ranIndex).ToString.Trim.ToUpper
113
114                 For Each c As Char In ranWord
115                     tempWord += c + " "
116                     outputWord += "- "
117                 Next
118                 lblRandWord.Text = outputWord
119                 btnSpin.Enabled = True
120             Catch ex As Exception
121                 MsgBox(ex.Message, MsgBoxStyle.Information)
122             End Try
123         End Sub
124         Private Sub btnGuess_Click(sender As Object, e As EventArgs) Handles ⤵
              btnGuess.Click
125             If ranWord.Contains(txtPlay1Guess.Text.ToUpper) Then
126                 For intIndex As Integer = 0 To tempWord.Length - 1
127                     If tempWord(intIndex) = txtPlay1Guess.Text.ToUpper Then
128                         outputWord = outputWord.Insert(intIndex, ⤵
                              txtPlay1Guess.Text.ToUpper)
129                         outputWord = outputWord.Remove(intIndex + 1, 1)
130
131                         tempWord = tempWord.Insert(intIndex, " ")
132                         tempWord = tempWord.Remove(intIndex + 1, 1)
133                     End If
134                 Next
135             End If
136             lblRandWord.Text = outputWord
137         End Sub
138
139         Private Sub btnA_Click(sender As Object, e As EventArgs) Handles ⤵
              btnA.Click, btnB.Click, btnC.Click, btnD.Click, btnE.Click, ⤵
              btnF.Click, btnG.Click, btnH.Click, btnI.Click, btnJ.Click, ⤵
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            btnK.Click, btnL.Click, btnM.Click, btnN.Click, btnO.Click,        ⇥
            btnP.Click, btnQ.Click, btnR.Click, btnS.Click, btnT.Click,        ⇥
            btnU.Click, btnV.Click, btnW.Click, btnX.Click, btnY.Click,        ⇥
            btnZ.Click
140         Dim guessedLetter As Button = DirectCast(sender, Button)
141
142         If ranWord.Contains(guessedLetter.Text) Then
143             For intIndex As Integer = 0 To tempWord.Length - 1
144                 If tempWord(intIndex) = guessedLetter.Text Then
145                     outputWord = outputWord.Insert(intIndex,               ⇥
                        guessedLetter.Text)
146                     outputWord = outputWord.Remove(intIndex + 1, 1)
147
148                     tempWord = tempWord.Insert(intIndex, " ")
149                     tempWord = tempWord.Remove(intIndex + 1, 1)
150                 End If
151             Next
152             guessedLetter.BackColor = Color.Lime
153
154
155         Else
156
157             guessedLetter.BackColor = Color.Red
158             For Each ctrl As Control In grpLetters.Controls
159                 ctrl.Enabled = False
160             Next
161         End If
162         guessedLetter.Enabled = False
163         lblRandWord.Text = outputWord
164
165
166
167         'Player One Score Tracker
168         If radActive.Checked = True AndAlso guessedLetter.BackColor =       ⇥
            Color.Lime Then
169             intScoreCounter += intScoreCurrent1
170             lblPlayerOneScore.Text = intScoreCounter.ToString
171             MsgBox("PLayer One Active")
172
173         ElseIf guessedLetter.BackColor = Color.Red Then
174             radInactive.Checked = True
175             intScoreCounter += 0
176             lblPlayerOneScore.Text = intScoreCounter.ToString
177         End If
178
179
180         'Player Two Score Tracker
181         If radActiveTwo.Checked = True AndAlso guessedLetter.BackColor =    ⇥
            Color.Lime Then
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182                intScoreCounter += intScoreCurrent1
183                lblPlayerTwoScore.Text = intScoreCounter.ToString
184                MsgBox("Player Two Active")
185
186            ElseIf guessedLetter.BackColor = Color.Red Then
187                radInactiveTwo.Checked = True
188                intScoreCounter += 0
189                lblPlayerTwoScore.Text = intScoreCounter.ToString
190
191            End If
192
193
194            'Player Three Score Tracker
195            If radActiveThree.Checked = True AndAlso guessedLetter.BackColor = ⤷
                    Color.Lime Then
196                intScoreCounter += intScoreCurrent1
197                lblPlayerThreeScore.Text = intScoreCounter.ToString
198                MsgBox("Player Three Active")
199
200            ElseIf guessedLetter.BackColor = Color.Red Then
201                radInactiveThree.Checked = True
202                intScoreCounter += 0
203                lblPlayerThreeScore.Text = intScoreCounter.ToString
204
205            End If
206            intScoreCounter = 0
207
208            'Player Four Score Tracker
209            If radActiveFour.Checked = True AndAlso guessedLetter.BackColor = ⤷
                    Color.Lime Then
210                intScoreCounter += intScoreCurrent1
211                lblPlayerFourScore.Text = intScoreCounter.ToString
212                MsgBox("Player Four Active")
213
214            ElseIf guessedLetter.BackColor = Color.Red Then
215                radInactiveFour.Checked = True
216                intScoreCounter += 0
217                lblPlayerFourScore.Text = intScoreCounter.ToString
218
219            End If
220            intScoreCounter = 0
221        End Sub
222
223  End Class
```