**Appendix-Code**

**KeyHander.java**

1. package control;
2. import java.awt.event.KeyEvent;
3. import java.awt.event.KeyListener;
4. import main.Panel;
5. import main.State;
6. // This class handles the keyboard events:
7. public class KeyHandler implements KeyListener {
8. public Panel panel;
10. public KeyHandler(Panel panel) {
11. this.panel = panel;
12. }
14. @Override
15. public void keyPressed(KeyEvent e) {
16. switch (panel.state) {
17. case MAIN:
18. panel.mainMenu.onKeyPressed(e);
19. break;
21. case SETTINGS:
22. panel.settingsMenu.onKeyPressed(e);
23. panel.backButtonHelp.onKeyPressed(e);
24. break;
26. case GAME:
27. if (e.getKeyCode() == KeyEvent.VK\_ESCAPE)
28. panel.state = State.MAIN;
29. else
30. panel.alphabet.onKeyPressed(e);
31. break;
33. case HELP: case ABOUT:
34. panel.backButtonHelp.onKeyPressed(e);
35. }
36. }
38. @Override
39. public void keyTyped(KeyEvent e) {
40. }
42. @Override
43. public void keyReleased(KeyEvent e) {
44. }
45. }

**Mouse Handler.java**

1. package control;
2. import java.awt.event.MouseEvent;
3. import java.awt.event.MouseListener;
4. import main.Panel;
5. // This class handles the mouse events:
6. public class MouseHandler implements MouseListener {
7. public Panel panel;
8. public MouseHandler(Panel panel) {
9. this.panel = panel;
10. }
11. @Override
12. public void mousePressed(MouseEvent e) {
13. switch (panel.state) {
14. case MAIN:
15. panel.mainMenu.onClick(e);
16. break;
17. case SETTINGS:
18. panel.backButtonHelp.onClick(e);
19. panel.settingsMenu.onClick(e);
20. break;
21. case GAME:
22. panel.alphabet.onClick(e);
23. break;
24. case HELP: case ABOUT:
25. panel.backButtonHelp.onClick(e);
26. }
27. }
28. @Override
29. public void mouseClicked(MouseEvent e) {
30. }
31. @Override
32. public void mouseReleased(MouseEvent e) {
33. }
34. @Override
35. public void mouseEntered(MouseEvent e) {
36. }
37. @Override
38. public void mouseExited(MouseEvent e) {
39. }
40. }

**Alphabet.java**

1. package control;
2. import java.awt.event.MouseEvent;
3. import java.awt.event.MouseListener;
4. import main.Panel;
5. // This class handles the mouse events:
6. public class MouseHandler implements MouseListener {
8. public Panel panel;
10. public MouseHandler(Panel panel) {
11. this.panel = panel;
12. }
14. @Override
15. public void mousePressed(MouseEvent e) {
16. switch (panel.state) {
17. case MAIN:
18. panel.mainMenu.onClick(e);
19. break;
21. case SETTINGS:
22. panel.backButtonHelp.onClick(e);
23. panel.settingsMenu.onClick(e);
24. break;
26. case GAME:
27. panel.alphabet.onClick(e);
28. break;
30. case HELP: case ABOUT:
31. panel.backButtonHelp.onClick(e);
32. }
33. }
35. @Override
36. public void mouseClicked(MouseEvent e) {
37. }
39. @Override
40. public void mouseReleased(MouseEvent e) {
41. }
43. @Override
44. public void mouseEntered(MouseEvent e) {
45. }
47. @Override
48. public void mouseExited(MouseEvent e) {
49. }
50. }

**GoDownThread.Java**

1. package game;
2. import main.State;
3. // This thread makes a pop-up to "go down":
4. public class GoDownThread implements Runnable {
6. public PopUp popUp;
8. public GoDownThread(PopUp popUp) {
9. this.popUp = popUp;
10. }
12. @Override
13. public void run() {
14. // Every 5 milliseconds the pop-up goes down with 1 pixel:
15. for (int i = 0; i < 300; i++) {
16. try {Thread.*sleep*(5);} catch (Exception e) {}
17. popUp.y++;
18. }
20. // After 3 seconds it disappears:
21. try {Thread.*sleep*(3000);} catch (Exception e) {}
23. // It decides what to do next:
24. if (popUp == popUp.panel.youWin && popUp.panel.nrLevels < 5) {
25. // If you win, it generates the next level:
26. popUp.panel.levels = new Levels(popUp.panel, 20, 20);
27. popUp.panel.alphabet = new Alphabet(popUp.panel, 200, 120);
28. popUp.panel.wordTable = new WordTable(popUp.panel);
29. popUp.panel.youWin = new PopUp(popUp.panel, 150, -150);
30. popUp.panel.youLose = new PopUp(popUp.panel, 150, -150);
31. }
32. else if (popUp == popUp.panel.youLose || popUp.panel.nrLevels >= 5) {
33. // If you lose, it goes to the main menu:
34. popUp.panel.nrLevels = 0;
35. popUp.panel.state = State.*MAIN*;
36. }
37. }
38. }

**Levels.java**

1. package game;
2. import java.awt.Color;
3. import java.awt.Graphics2D;
4. import main.Panel;
5. // That's the bar with 5 circles which shows how many levels have you passed:
6. public class Levels {
8. public Panel panel;
9. public int x, y;
11. public Levels(Panel panel, int x, int y) {
12. this.panel = panel;
13. this.x = x;
14. this.y = y;
15. }
17. // Just paints it:
18. public void paint(Graphics2D g2d) {
19. g2d.setColor(Color.BLACK);
20. g2d.fillRoundRect(x - 5, y - 5, 210, 60, 40, 40);
22. g2d.setColor(Color.GRAY);
23. g2d.fillRoundRect(x, y, 200, 50, 30, 30);
25. for (int i = 0; i < 5; i++)
26. if (panel.nrLevels <= i) {
27. g2d.setColor(Color.WHITE);
28. g2d.fillOval(x + i \* 40 + 5, y + 12, 30, 30);
29. }
30. else {
31. g2d.setColor(Color.YELLOW);
32. g2d.fillOval(x + i \* 40 + 5, y + 12, 30, 30);
33. }
34. }
35. }

**PopUp.Java**

1. package game;
2. import java.awt.Color;
3. import java.awt.Graphics2D;
4. import main.Panel;
5. // A class about the pop-ups (YOU LOSE and YOU WIN):
6. public class PopUp {
8. public Panel panel;
9. public int x, y;
10. public boolean visible;
12. public PopUp(Panel panel, int x, int y) {
13. this.panel = panel;
14. this.x = x;
15. this.y = y;
16. this.visible = false;
17. }
19. // Paints it:
20. public void paint(Graphics2D g2d) {
21. if (visible) {
22. g2d.setColor(Color.BLACK);
23. g2d.fillRoundRect(x - 5, y - 5, 410, 110, 40, 40);
25. g2d.setColor(new Color(0, 204, 153));
26. g2d.fillRoundRect(x, y, 400, 100, 30, 30);
28. if (this == panel.youWin) {
29. g2d.setColor(Color.BLACK);
30. g2d.drawString("You win!", x + 130, y + 60);
31. }
32. else {
33. g2d.setColor(Color.BLACK);
34. g2d.drawString("You lose!", x + 120, y + 60);
35. }
36. }
37. }
39. // This starts the pop-up to go down:
40. public void goDown() {
41. (new Thread(new GoDownThread(this))).start();
42. }
43. }
44. **package** game;
45. // This class retains information about the words (they have a name (str) and a hint)...
46. **public** **class** Word {
47. // ... and it also provides the dictionary of words:
48. **public** **static** **int** *nrWords*;
49. **public** **static** Word[][] *words* = **new** Word[3][];
51. **public** String str;
52. **public** String hint;
54. **public** Word(String str, String hint) {
55. **this**.str = str;
56. **this**.hint = hint;
57. }
59. **public** **static** **void** initWords() {
60. *nrWords* = 100;
62. // Easy:
63. *words*[0] = **new** Word[] {
64. **new** Word(" ABILITY ", "PREPAREDNESS OR CAPACITY"),
65. **new** Word(" ADVICE ", "GUIDANCE"),
66. **new** Word(" APPLAUSE ", "HAND CLAPPING"),
67. **new** Word(" BLAST ", "EXPLOSION"),
68. **new** Word(" BLOCK ", "BUILDING OR STRUCTURE"),
69. **new** Word(" BLURRY ", "FAINT OR FOGGY"),
70. **new** Word(" BORROW ", "TAKE FOR ONESELF"),
71. **new** Word(" CLING ", "HOLD ON TO"),
72. **new** Word(" COMPETE ", "COMPETITOR"),
73. **new** Word(" CONTRIBUTE ", "DONATE"),
74. **new** Word(" CONVINCE ", "PERSUADE"),
75. **new** Word(" CROP ", "CUT OR TRIM"),
76. **new** Word(" CUSTOMER ", "CONSUMER"),
77. **new** Word(" DISSAPPEAR ", "VANISH"),
78. **new** Word(" DOZE ", "HAND CLAPPING"),
79. **new** Word(" EARN ", "BE ENTITLED TO"),
80. **new** Word(" EXCITEMENT ", "INTENSITY"),
81. **new** Word(" FAMILIAR ", "SIMILAR"),
82. **new** Word(" FLEXIBLE ", "ADJUSTABLE"),
83. **new** Word(" FOND ", "PASSIONATE ABOUT"),
84. **new** Word(" FOGGY ", "BLURRY"),
85. **new** Word(" GADGET ", "TOOL"),
86. **new** Word(" GRUNT ", "MURMURING"),
87. **new** Word(" GENIUS ", "SMART"),
88. **new** Word(" GUILTY ", "FAULTY"),
89. **new** Word(" HARVEST ", "EXTRACT"),
90. **new** Word(" HONEST ", "TRUTHFUL"),
91. **new** Word(" IMMITATE ", "PATTERN ONESELF"),
92. **new** Word(" ILLUSTRATE ", "DECORATE"),
93. **new** Word(" IMPROVE ", "BETTER"),
94. **new** Word(" JURY ", "JUDGES"),
95. **new** Word(" LEAGUE ", "GROUP OR CLUB"),
96. **new** Word(" LOYAL ", "TRUSTWORTHY"),
97. **new** Word(" MIST ", "FOG"),
98. **new** Word(" MURMER ", "BUZZ OR HUM"),
99. **new** Word(" NUMEROUS ", "SEVERAL"),
100. **new** Word(" OCCASIONAL ", "PARTICULAR"),
101. **new** Word(" PARTNER ", "COMPANION"),
102. **new** Word(" PATCH ", "CHUNK"),
103. **new** Word(" POLISH ", "BRIGHTEN"),
104. **new** Word(" PROCESS ", "DEVELOPMENT"),
105. **new** Word(" PROFIT ", "EARNING OR BENEFIT"),
106. **new** Word(" RISKY ", "TRICKY"),
107. **new** Word(" RUDE ", "DISRESPECTFUL"),
108. **new** Word(" QUIVER ", "THRILL"),
109. **new** Word(" RAISE ", "BOOST"),
110. **new** Word(" RECOMMEND ", "ADVOCATE OR ENDORSE"),
111. **new** Word(" SCORE ", "TO GAIN OR RESULT"),
112. **new** Word(" SCRIBBLE ", "TO SCRAWL"),
113. **new** Word(" SLITHER ", "SMOOTHLY MOVE AROUND"),
114. **new** Word(" SQUEAK ", "A HIGH PITCHED NOISE"),
115. **new** Word(" SNUGGLE ", "BE IN A COMFORTABLE POSITION"),
116. **new** Word(" TEXTURE ", "A FEEL OR TOUCH"),
117. **new** Word(" TUG ", "A SUDDEN PULL"),
118. **new** Word(" ALTITUDE ", "THE DISTANCE FROM THE GROUND"),
119. **new** Word(" ABSORB ", "TO TAKE IN"),
120. **new** Word(" AVALANCHE ", "BARRAGE OR VOLLEY"),
121. **new** Word(" BAY ", "A COVE OR INLET"),
122. **new** Word(" BURDEN ", "A HEAVY LOAD"),
123. **new** Word(" CHILLY ", "COLD"),
124. **new** Word(" CLATTER ", "RATTLE OR CLANK"),
125. **new** Word(" CONSTANT ", "WITHOUT CHANGE"),
126. **new** Word(" DISSOLVE ", "DISSIPATE"),
127. **new** Word(" DROWSY ", "SLEEPY"),
128. **new** Word(" EVIDENCE ", "PROOF"),
129. **new** Word(" FIERCE ", "FEARSOME"),
130. **new** Word(" FOSSIL ", "OLD OR PRESERVED BONES"),
131. **new** Word(" GLANCE ", "PEEK OR BRIEF LOOK"),
132. **new** Word(" GLOBAL ", "WELL KNOWN OR WORLDWIDE"),
133. **new** Word(" GREEDILY ", "IN A SELFISH MANNER"),
134. **new** Word(" HALT ", "STOP"),
135. **new** Word(" HESITATION ", "UNCERTAINTY"),
136. **new** Word(" IGNORE ", "TO PAY NO MIND"),
137. **new** Word(" INSPIRE ", "MOTIVATE OR UNFLUENCE"),
138. **new** Word(" INCREASE ", "GROW OR ENLARGE"),
139. **new** Word(" LAVA ", "MOLTEN ROCK"),
140. **new** Word(" LAYER ", "A COATING"),
141. **new** Word(" LOAD ", "CARGO OR FREIGHT"),
142. **new** Word(" MANAGE ", "OVERSEE OR CONTROL"),
143. **new** Word(" MIGRATE ", "MOVE"),
144. **new** Word(" OVERHEATED ", "PAST NORMAL TEMPERATURES"),
145. **new** Word(" PASSAGE ", "MOVING THROUGH"),
146. **new** Word(" PLEASURE ", "HAPPY FEELING OR SATISFACTION"),
147. **new** Word(" POLLUTION ", "CONTAMINATION OR IMPURITY"),
148. **new** Word(" PRAIRIE ", "OPEN GRASSLAND"),
149. **new** Word(" RECYCLE ", "TO REUSE"),
150. **new** Word(" ROUGH ", "COARSE OR "),
151. **new** Word(" RUSTLE ", "TO STEAL OR SWISH"),
152. **new** Word(" SCOLD ", "TO PUNISH"),
153. **new** Word(" SINCERE ", "HEARTFELT"),
154. **new** Word(" SLICK ", "EFFICIENT OR SMOOTH"),
155. **new** Word(" SNIFF ", "INHALE OR SMELL"),
156. **new** Word(" SURVIVAL ", "CONTINUANCE OF EXISTENCE"),
157. **new** Word(" TERROR ", "SCARE"),
158. **new** Word(" THUNDEROUS ", "EXTREMELY LOUD"),
159. **new** Word(" TROPICAL ", "VERY HOT"),
160. **new** Word(" UNEXPECTED ", "SUDDEN OR UNFORESEEN"),
161. **new** Word(" UNITED ", "TOGETHER"),
162. **new** Word(" VOYAGE ", "A LONG JOURNEY"),
163. **new** Word(" WILDERNESS ", "UNCIVILIZED OR UNINHABITED")
164. };
166. // Medium:
167. *words*[1] = **new** Word[] {
168. **new** Word(" ABRIDGE ", "ABBREVIATE"),
169. **new** Word(" ABSTRACT ", "HYPOTHETICAL"),
170. **new** Word(" ACCESSIBLE ", "AVAILABLE"),
171. **new** Word(" ACCLAIM ", "PRAISE"),
172. **new** Word(" ACKNOWLEDGE ", "ACCESIBLE"),
173. **new** Word(" ADULATION ", "APPLAUSE"),
174. **new** Word(" ADVERSITY ", "DIFFICULTY"),
175. **new** Word(" ADVOCATE ", "DEFENDER"),
176. **new** Word(" AFFABLE ", "PLEASANT"),
177. **new** Word(" AFFIRMATION ", "CONFIRMATION"),
178. **new** Word(" ALOOF ", "DISTANT"),
179. **new** Word(" AMBIGUOUS ", "UNCERTAIN"),
180. **new** Word(" ANARCHIST ", "REVOLUTIONARY"),
181. **new** Word(" ANTAGONISM ", "DISAGREEMENT"),
182. **new** Word(" APATHY ", "INDIFFERENCE"),
183. **new** Word(" ARBITRARY ", "ERRATIC"),
184. **new** Word(" ARROGANCE ", "SMUGNESS"),
185. **new** Word(" ARTICULATE ", "EXPRESSIVE"),
186. **new** Word(" ARTISAN ", "CRAFTSMAN"),
187. **new** Word(" ASCENDANCY ", "DOMINANCE"),
188. **new** Word(" ASCETIC ", "DISCIPLINED"),
189. **new** Word(" ASPIRE ", "PURSUE"),
190. **new** Word(" ASTUTE ", "CRAFTY"),
191. **new** Word(" AUGMENT ", "DEVELOP"),
192. **new** Word(" AUSTERE ", "SOMBER"),
193. **new** Word(" AUTONOMOUS ", "SOVEREIGN"),
194. **new** Word(" AVERSION ", "ALLERGY"),
195. **new** Word(" BELIE ", "CONTRADICT"),
196. **new** Word(" BRAGGART ", "BRAG"),
197. **new** Word(" CALCULATED ", "MEASURED"),
198. **new** Word(" CENSORIOUS ", "ACCUSATORY"),
199. **new** Word(" COMMEMORATE ", "REMEMBER"),
200. **new** Word(" COMPLIANCE ", "SUBMISSION"),
201. **new** Word(" COMPOSURE ", "CALM"),
202. **new** Word(" CONCEDE ", "YIELD"),
203. **new** Word(" CONCILITARY ", "COMPROMISING"),
204. **new** Word(" CONCUR ", "AGREE"),
205. **new** Word(" CONDONE ", "EXCUSE"),
206. **new** Word(" CONFOUND ", "CONFUSE"),
207. **new** Word(" CONSESUS ", "ACCORD"),
208. **new** Word(" CONTEND ", "(FIGHT"),
209. **new** Word(" CONTENTIOUS ", "DISPUTATIOUS"),
210. **new** Word(" CORROBORATE ", "SUPPORT"),
211. **new** Word(" CRYPTIC ", "DEEP"),
212. **new** Word(" DECORUM ", "DECOROUSNESS"),
213. **new** Word(" DELINEATE ", "OUTLINE"),
214. **new** Word(" DEPRECATE ", "DEPRECIATE"),
215. **new** Word(" DERIVATIVE ", "DERIVED"),
216. **new** Word(" DESPONDENT ", "HEARTSICK"),
217. **new** Word(" DETTERENT ", "HANDICAP"),
218. **new** Word(" DETRIMENTAL ", "DAMAGING"),
219. **new** Word(" DEVISE ", "FORGE"),
220. **new** Word(" DIFFUSE ", "SPREAD OUT"),
221. **new** Word(" DILIGENCE ", "INDUSTRY"),
222. **new** Word(" DIMINUTION ", "DECREASE"),
223. **new** Word(" DISCERNING ", "DISCREET"),
224. **new** Word(" DISCOUNT ", "DISMISS"),
225. **new** Word(" DISDAIN ", "SCORN"),
226. **new** Word(" DISPARAGE ", "BELITTLE"),
227. **new** Word(" DISPUTATIONS ", "DEBATE"),
228. **new** Word(" DIVERGENT ", "(DIVERGING"),
229. **new** Word(" DOCTRINE ", "PHILOSOPHY"),
230. **new** Word(" DOCUMENT ", "PAPERS"),
231. **new** Word(" DUBIOUS ", "DOUBTFUL"),
232. **new** Word(" DUPLICITY ", "FRAUDULENCE"),
233. **new** Word(" EGOTISM ", "SELF-IMPORTANCE"),
234. **new** Word(" ELATED ", "JOYFUL"),
235. **new** Word(" ELUSIVE ", "SUBTLE"),
236. **new** Word(" EMBELLISH ", "BEAUTIFY"),
237. **new** Word(" ENDORSE ", "CERTIFY"),
238. **new** Word(" ENHANCE ", "RAISE"),
239. **new** Word(" ENMITY ", "HOSTILITY"),
240. **new** Word(" EPHEMERAL ", "TRANSITORY"),
241. **new** Word(" ERRONEOUS ", "INACCURATE"),
242. **new** Word(" ERUDITE ", "LEARNED"),
243. **new** Word(" EULOGY ", "EULOGIUM"),
244. **new** Word(" EUPHEMISM ", "DELICACY"),
245. **new** Word(" EXALT ", "PROCLAIM"),
246. **new** Word(" EXECUTE ", "ACCOMPLISH"),
247. **new** Word(" EXEMPLIFY ", "ILLUSTRATE"),
248. **new** Word(" EXHAUSTIVE ", "THOUROUGH"),
249. **new** Word(" EXPEDITE ", "HASTEN"),
250. **new** Word(" EXPLOIT ", "WORK"),
251. **new** Word(" EXTOL ", "GLORIFY"),
252. **new** Word(" EXTRICATE ", "UNTANGLE"),
253. **new** Word(" EXUBERANCE ", "ENTHUSIASM"),
254. **new** Word(" FALLACIOUS ", "UNSOUND"),
255. **new** Word(" FANATICISM ", "ZEALOTRY"),
256. **new** Word(" FEASIBLE ", "VIABLE"),
257. **new** Word(" FERVOR ", "EXCITEMENT"),
258. **new** Word(" FRIVOLOUS ", "JOKINGLY"),
259. **new** Word(" FRUGALITY ", "FRUGAL"),
260. **new** Word(" GARRULOUS ", "CHATTY"),
261. **new** Word(" GLUTTON ", "GOURMAND"),
262. **new** Word(" GRATUITOUS ", "NEEDLESS"),
263. **new** Word(" GRAVITY ", "SOLEMNITY"),
264. **new** Word(" GUILE ", "TRICKERY"),
265. **new** Word(" GULLIBLE ", "FLEECEABLE"),
266. **new** Word(" HARDY ", "STURDY"),
267. **new** Word(" HAUGHTINESS ", "ARROGANCE")
268. };
270. // Hard:
271. *words*[2] = **new** Word[] {
272. **new** Word(" AVIARY ", "BIRD SANCTUARY"),
273. **new** Word(" BEQUEATH ", "LEAVE OR WILL"),
274. **new** Word(" BOMBASTIC ", "LARGE OR DECLAMATORY"),
275. **new** Word(" BUTTRESS ", "SUPPORT"),
276. **new** Word(" CACOPHONOUS ", "NOISY"),
277. **new** Word(" CARDIOLOGIST ", "HEART SURGEON"),
278. **new** Word(" CARPING ", "FAULTFINDING OR NITPICKING"),
279. **new** Word(" CERTITUDE ", "OVERCONFIDENCE"),
280. **new** Word(" CHARLATAN ", "SHAM OR FRAUD"),
281. **new** Word(" CIRCUMLOCUTION ", "WORDINESS"),
282. **new** Word(" CLICHE ", "OVERUSED THOUGHT"),
283. **new** Word(" COLLOQUIAL ", "CONVERSATIONAL"),
284. **new** Word(" COMBUSTIBLE ", "ABLE TO BURN EASILY"),
285. **new** Word(" COMPLEMENTARY ", "FLATTERING OR APPROVING"),
286. **new** Word(" CONFLUENCE ", "MERGING MEETING"),
287. **new** Word(" CONJECTURE ", "THEORIZE OR SPECULATE"),
288. **new** Word(" CONVERGE ", "MEET"),
289. **new** Word(" CORRODE ", "RUST OR EAT"),
290. **new** Word(" CORRUGATED ", "FLOOTED OR GROOVED"),
291. **new** Word(" CULPABLE ", "BLAMABLE"),
292. **new** Word(" DEBILITATE ", "ENFEEBLE OR DRAIN"),
293. **new** Word(" DEBUNK ", "EXPOSE"),
294. **new** Word(" DEHYDRATE ", "DESICCATE OR DRY UP"),
295. **new** Word(" DELETERIOUS ", "HURTFUL"),
296. **new** Word(" DEPOSE ", "FORCE OUT OR SWEAR"),
297. **new** Word(" DESICCATE ", "DRY OUT"),
298. **new** Word(" ICONOCLASTIC ", "ATTACK ON BELIEFS"),
299. **new** Word(" IDIOSYNCRASY ", "MANNERISM"),
300. **new** Word(" ILLUSORY ", "FALSE OR UNREAL"),
301. **new** Word(" IMMUTABLE ", "CHANGELESS"),
302. **new** Word(" IMPAIR ", "WEAKEN"),
303. **new** Word(" IMPECCABLE ", "PERFECT OR FAULTLESS"),
304. **new** Word(" IMPEDE ", "TO STOP OR BLOCK"),
305. **new** Word(" INCIDENTAL ", "NOT A MAJOR PART OF SOMETHING"),
306. **new** Word(" INCONTROVERTIBLE ", "IRREFUTABLE OR POSITIVE"),
307. **new** Word(" INDEFATIGABLE ", "TIRELESS OR UNWEARYING"),
308. **new** Word(" INDOLENT ", "LAZY OR SLOTHFUL"),
309. **new** Word(" INEFFABLE ", "UNSPEAKABLE OR UNTELLABLE"),
310. **new** Word(" INEXORABLE ", "STERN OR UNFORGIVING"),
311. **new** Word(" INNOCUOUS ", "HARMLESS OR INNOCENT"),
312. **new** Word(" INNOVATION ", "CREATION OR CONCEPTION"),
313. **new** Word(" INSIPID ", "BORING OR BLAND"),
314. **new** Word(" INSOLVENT ", "BANKRUPT OR UNABLE TO PAY DEBT"),
315. **new** Word(" INSULARITY ", "INSULATION OR DETACHMENT"),
316. **new** Word(" INSUPERABLE ", "UNCONQUERABLE"),
317. **new** Word(" INTRACTABLE ", "HARD TO CONTROL"),
318. **new** Word(" IRONIC ", "SARCASTIC OR CYNICAL"),
319. **new** Word(" IRREPROACHABLE ", "BLAMELESS OR IMPECCABLE"),
320. **new** Word(" JOCULAR ", "JESTING OR JOKING"),
321. **new** Word(" LABYRINTH ", "MAZE OR INNER EAR"),
322. **new** Word(" LACONIC ", "CRISP OR CURT"),
323. **new** Word(" LAGGARD ", "DRONE OR DAWDLER"),
324. **new** Word(" LAMPOON ", "PARODY OR SPOOF"),
325. **new** Word(" LASSITUDE ", "LETHARGY OR SLACKNESS"),
326. **new** Word(" LAUD ", "FLORIFY OR PROCLAIM"),
327. **new** Word(" LAVISH ", "MUNIFICENT OR LUXURIOUS"),
328. **new** Word(" LETHARGIC ", "UNENERGETIC"),
329. **new** Word(" LEVITY ", "CHEERFULNESS"),
330. **new** Word(" LINGER ", "DAWDLE OR LURK"),
331. **new** Word(" LISTLESS ", "DISPIRITED"),
332. **new** Word(" LITHE ", "SLENDER OR SUPPLE"),
333. **new** Word(" LOFTY ", "EMINENT OR TOWERING"),
334. **new** Word(" LURID ", "SHOCKING"),
335. **new** Word(" LUXURIANT ", "LUSH AND EXUBERANT"),
336. **new** Word(" MALICIOUS ", "BAD INTENT OR HURTFUL"),
337. **new** Word(" MEANDER ", "ZIGZAG OR TWIST"),
338. **new** Word(" MERCENARY ", "MAKING MONEY AT THE EXPENSE OF ETHICS"),
339. **new** Word(" MERCURIAL ", "ERRATIC OR FICKLE"),
340. **new** Word(" MIRTH ", "HALIRITY OR GLEE"),
341. **new** Word(" MISANTHROPE ", "HATER OR CYNIC"),
342. **new** Word(" MISNOMER ", "A WRONG USE OF A WORD"),
343. **new** Word(" OBLIVION ", "LIMBO OR UNCONSCIOUSNESS"),
344. **new** Word(" OBSCURE ", "BLOCK OR HIDE"),
345. **new** Word(" OBSTINATE ", "CONTRARY OR STUBBORN"),
346. **new** Word(" OMINOUS ", "MENACING OR THREATENING"),
347. **new** Word(" OPAQUE ", "UNINTELLIGIBLE"),
348. **new** Word(" PREDECESSOR ", "CAME BEFORE"),
349. **new** Word(" PRESUMPTUOUS ", "ASSUMPTIVE"),
350. **new** Word(" PROVINCIAL ", "PEASANT AND BUCOLIC"),
351. **new** Word(" PROXIMITY ", "CLOSELESNESS"),
352. **new** Word(" QUALIFIED ", "CERTIFIED OR ABLE"),
353. **new** Word(" QUANDARY ", "DILEMMA OR PREDICAMENT"),
354. **new** Word(" RAMBLE ", "WANDER OR STRAY"),
355. **new** Word(" RATIFY ", "SIGN"),
356. **new** Word(" REBUTTAL ", "A CONTRADICTION"),
357. **new** Word(" RECLUSE ", "WITHDRAWN OR SOLITARY"),
358. **new** Word(" TURMOIL ", "AGITATION"),
359. **new** Word(" UNDERMINE ", "SABOTAGE OR SUBVERT"),
360. **new** Word(" VACILLATE ", "FLUCTUATE"),
361. **new** Word(" VENERATE ", "REVERENCE OR FEAR"),
362. **new** Word(" ILLICIT ", "ILLEGAL OR UNLAWFUL"),
363. **new** Word(" BLEAK ", "BARE OR EXPOSED"),
364. **new** Word(" IMPECUNIOUS ", "PENNILESS OR POOR"),
365. **new** Word(" BLIGHTED ", "SPOIL OR HARM"),
366. **new** Word(" IMPREGNABLE ", "IMPENETRABLE"),
367. **new** Word(" OBDURATE ", "STUBBORN OR OBSTINATE"),
368. **new** Word(" ORNATE ", "ELABORATE OR DECORATED"),
369. **new** Word(" PARIAH ", "AN OUTCAST"),
370. **new** Word(" PARODY ", "A MOCK OR SATIRE"),
371. **new** Word(" PARSIMONY ", "CHEAPNESS")
372. };
373. }
374. }