Title of project: PICTIONARY

Team members:

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ABSTRACT:

Pictionary is a simple game in which the player has to guess the word/phrase depending on the picture displayed.

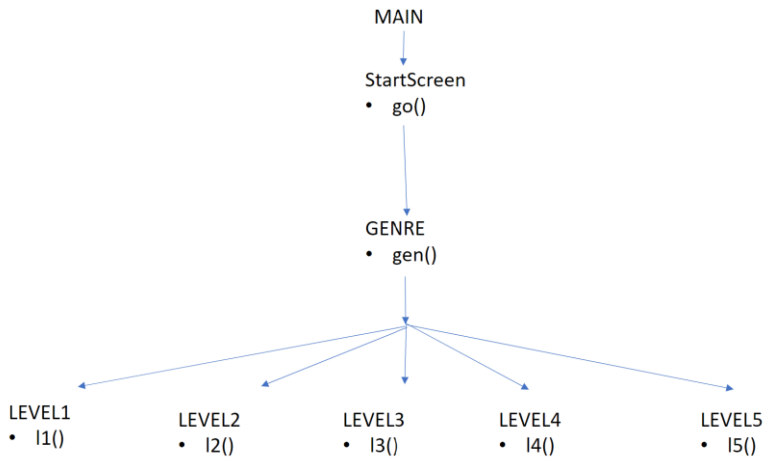
INPUT:

(1-5): to select a question

6: to quit the game

OUTPUT:

Class Diagram



Code

CLASS MAIN

```
class Main {
  function void main() {
do StartScreen.go();
do Sys.wait(5000);
do Screen.clearScreen();
do Genre.gen();
  return;
}}
```

CLASS STARTSCREEN

```
class StartScreen {
function void go() {
var String str;
let str = "P I C T I O N A R Y:";
do Output.moveCursor(6, 10);
do Output.printString(str);
do str.dispose();
		let str = "Are You Ready?";
do Output.moveCursor(7, 10);
do Output.printString(str);
do str.dispose();
		let str = "Done By:";
do Output.moveCursor(10, 10);
do Output.printString(str);
do str.dispose();
let str = "Srinidhi Kannan (BL.EN.U4AIE21121)";
do Output.moveCursor(11, 10);
do Output.printString(str);
do str.dispose();
let str = "Suryamritha M   (BL.EN.U4AIE21126)";
do Output.moveCursor(12, 10);
do Output.printString(str);
do str.dispose();
let str = "Varshini Balaji (BL.EN.U4AIE21139)";
do Output.moveCursor(13, 10);
do Output.printString(str);
do str.dispose();
return;
}}
```

CLASS GENRE

```
class Genre {
function void gen() {
var int x;
var String str;
```

```
do Screen.clearScreen();
let str = "1- QUESTION 1";
do Output.moveCursor(6, 10);
do Output.printString(str);
do str.dispose();
let str = "2- QUESTION 2";
do Output.moveCursor(7, 10);
do Output.printString(str);
do str.dispose();
let str = "3- QUESTION 3";
do Output.moveCursor(8, 10);
do Output.printString(str);
do str.dispose();
let str = "4- QUESTION 4";
do Output.moveCursor(9, 10);
do Output.printString(str);
do str.dispose();
 let str = "5- QUESTION 5";
do Output.moveCursor(10, 10);
do Output.printString(str);
do str.dispose();
 let str = "6- TO QUIT THE GAME !";
do Output.moveCursor(11, 10);
do Output.printString(str);
do str.dispose();
 let str = "7- TO QUESTION 7";
do Output.moveCursor(12, 10);
do Output.printString(str);
do str.dispose();
do Output.moveCursor(14, 0);
let x=Keyboard.readInt("enter a number: ");
if(x=1){do Screen.clearScreen(); do Level1.l1();}
if(x=2){do Screen.clearScreen(); do Level2.l2();}
if(x=3){do Screen.clearScreen(); do Level3.l3();}
```

```
if(x=4){do Screen.clearScreen(); do Level4.l4();}
if(x=5){do Screen.clearScreen(); do Level5.l5();}
if(x=6){do Screen.clearScreen(); }
if(x=7){do Screen.clearScreen(); do Level7.l7();}
return;
}
}
```

CLASS LEVEL1

```
class Level1
{
  function void l1()
  {var int i,j,key;
   var char x,y,z;
   var String solution;
   var String correct;
var int location1,location2,location3,location4,memAddress1,memAddress2,memAddress3,memAddress4 ;
let location2=100;
let memAddress2 = 16384+location2;
do Memory.poke(memAddress2+0, 16382);
do Memory.poke(memAddress2+32, 32766);
do Memory.poke(memAddress2+64, -1);
do Memory.poke(memAddress2+96, -1);
do Memory.poke(memAddress2+128, -4);
do Memory.poke(memAddress2+160, 32378);
do Memory.poke(memAddress2+192, 7264);
do Memory.poke(memAddress2+224, 264);
do Memory.poke(memAddress2+256, 1025);
do Memory.poke(memAddress2+288, -32440);
do Memory.poke(memAddress2+320, 0);
do Memory.poke(memAddress2+352, 72);
do Memory.poke(memAddress2+384, 9216);
do Memory.poke(memAddress2+416, 34);
do Memory.poke(memAddress2+448, 256);
do Memory.poke(memAddress2+480, 8192);
```

```
let location3=200;
let memAddress3 = 16384+location3;
do Memory.poke(memAddress3+0, 480);
do Memory.poke(memAddress3+32, 480);
do Memory.poke(memAddress3+64, 480);
do Memory.poke(memAddress3+96, 480);
do Memory.poke(memAddress3+128, 480);
do Memory.poke(memAddress3+160, 16383);
do Memory.poke(memAddress3+192, 16383);
do Memory.poke(memAddress3+224, 16383);
do Memory.poke(memAddress3+256, 480);
do Memory.poke(memAddress3+288, 480);
do Memory.poke(memAddress3+320, 480);
do Memory.poke(memAddress3+352, 480);
do Memory.poke(memAddress3+384, 480);
do Memory.poke(memAddress3+416, 0);
do Memory.poke(memAddress3+448, 0);
do Memory.poke(memAddress3+480, 0);

let location1=300;
let memAddress1 = 16384+location1;
do Memory.poke(memAddress1+0, -8185);
do Memory.poke(memAddress1+32, -4081);
do Memory.poke(memAddress1+64, -10213);
do Memory.poke(memAddress1+96, -13261);
do Memory.poke(memAddress1+128, -14749);
do Memory.poke(memAddress1+160, -15421);
do Memory.poke(memAddress1+192, -15997);
do Memory.poke(memAddress1+224, -15997);
do Memory.poke(memAddress1+256, -15997);
do Memory.poke(memAddress1+288, -15997);
do Memory.poke(memAddress1+320, -15421);
do Memory.poke(memAddress1+352, -14749);
do Memory.poke(memAddress1+384, -13261);
```

```
do Memory.poke(memAddress1+416, -10213);
do Memory.poke(memAddress1+448, -4081);
do Memory.poke(memAddress1+480, -16377);
let location4=400;
let memAddress4 = 16384+location4;
do Memory.poke(memAddress4+0, 0);
do Memory.poke(memAddress4+32, -1);
do Memory.poke(memAddress4+64, -1);
do Memory.poke(memAddress4+96, -1);
do Memory.poke(memAddress4+128, -1);
do Memory.poke(memAddress4+160, 0);
do Memory.poke(memAddress4+192, 0);
do Memory.poke(memAddress4+224, 0);
do Memory.poke(memAddress4+256, 0);
do Memory.poke(memAddress4+288, 0);
do Memory.poke(memAddress4+320, -1);
do Memory.poke(memAddress4+352, -1);
do Memory.poke(memAddress4+384, -1);
do Memory.poke(memAddress4+416, -1);
do Memory.poke(memAddress4+448, 0);
do Memory.poke(memAddress4+480, 0);
do Output.moveCursor(5,0);
do Output.printString("GUESS THE WORD: ");
     let i = 0;
    let solution = "RAINBOW";
     let correct = String.new(7);
     while(i < 7)
     { let x=Keyboard.readChar();
       let correct = correct.appendChar(x);
       let i = i+1;
     }
do Output.println();
do Output.printString(correct);
do Output.println();
```

```
let j=0;
while(j<7){
if(~(solution.charAt(j)=correct.charAt(j))){
do Output.printString("OOPS, TRY AGAIN!");
do Sys.wait(5000);
do Genre.gen();
return;}
let j=j+1;
}
do Output.printString("GOOD JOB");
do Sys.wait(5000);
do Genre.gen();
return;
}
}
```

CLASS LEVEL2

```
class Level2
{
  function void l2()
  {var int i,j,key;
   var char x,y,z;
   var String solution;
   var String correct;
var int location1,location2,location3,location4,memAddress1,memAddress2,memAddress3,memAddress4 ;
let location3=300;
let memAddress3 = 16384+location3;
let memAddress3 = 16384+location3;
do Memory.poke(memAddress3+0, 3584);
do Memory.poke(memAddress3+32, 14336);
do Memory.poke(memAddress3+64, 24577);
do Memory.poke(memAddress3+96, -1549);
do Memory.poke(memAddress3+128, -1546);
do Memory.poke(memAddress3+160, -30436);
do Memory.poke(memAddress3+192, -28904);
```

```
do Memory.poke(memAddress3+224, -28912);
do Memory.poke(memAddress3+256, -30448);
do Memory.poke(memAddress3+288, -30448);
do Memory.poke(memAddress3+320, -1552);
do Memory.poke(memAddress3+352, -1552);
do Memory.poke(memAddress3+384, 0);
do Memory.poke(memAddress3+416, 0);
do Memory.poke(memAddress3+448, 0);
do Memory.poke(memAddress3+480, 0);
let location1=100;
let memAddress1 = 16384+location1;
do Memory.poke(memAddress1+0, 4064);
do Memory.poke(memAddress1+32, 8184);
do Memory.poke(memAddress1+64, 16380);
do Memory.poke(memAddress1+96, 32766);
do Memory.poke(memAddress1+128, -2);
do Memory.poke(memAddress1+160, -2);
do Memory.poke(memAddress1+192, -2);
do Memory.poke(memAddress1+224, -2);
do Memory.poke(memAddress1+256, -2);
do Memory.poke(memAddress1+288, 32766);
do Memory.poke(memAddress1+320, 16380);
do Memory.poke(memAddress1+352, 16376);
do Memory.poke(memAddress1+384, 8176);
do Memory.poke(memAddress1+416, 4064);
do Memory.poke(memAddress1+448, 0);
do Memory.poke(memAddress1+480, 0);

let location2=200;
let memAddress2 = 16384+location2;
do Memory.poke(memAddress2+0, 480);
do Memory.poke(memAddress2+32, 480);
do Memory.poke(memAddress2+64, 480);
do Memory.poke(memAddress2+96, 480);
```

```
do Memory.poke(memAddress2+128, 480);
do Memory.poke(memAddress2+160, 16383);
do Memory.poke(memAddress2+192, 16383);
do Memory.poke(memAddress2+224, 16383);
do Memory.poke(memAddress2+256, 480);
do Memory.poke(memAddress2+288, 480);
do Memory.poke(memAddress2+320, 480);
do Memory.poke(memAddress2+352, 480);
do Memory.poke(memAddress2+384, 480);
do Memory.poke(memAddress2+416, 0);
do Memory.poke(memAddress2+448, 0);
do Memory.poke(memAddress2+480, 0);
let location4=400;
let memAddress4 = 16384+location4;
do Memory.poke(memAddress4+0, 0);
do Memory.poke(memAddress4+32, -1);
do Memory.poke(memAddress4+64, -1);
do Memory.poke(memAddress4+96, -1);
do Memory.poke(memAddress4+128, -1);
do Memory.poke(memAddress4+160, 0);
do Memory.poke(memAddress4+192, 0);
do Memory.poke(memAddress4+224, 0);
do Memory.poke(memAddress4+256, 0);
do Memory.poke(memAddress4+288, 0);
do Memory.poke(memAddress4+320, -1);
do Memory.poke(memAddress4+352, -1);
do Memory.poke(memAddress4+384, -1);
do Memory.poke(memAddress4+416, -1);
do Memory.poke(memAddress4+448, 0);
do Memory.poke(memAddress4+480, 0);
 do Output.moveCursor(5,0);
do Output.printString("GUESS THE WORD: ");
     let i = 0;
    let solution = "SUNGLASS";
```

```
    let correct = String.new(8);
    while(i < 8)
    { let x=Keyboard.readChar();
      let correct = correct.appendChar(x);
      let i = i+1;
    }
do Output.println();
do Output.printString(correct);
do Output.println();
let j=0;
while(j<8){

if(~(solution.charAt(j)=correct.charAt(j))){
do Output.printString("OOPS, TRY AGAIN!");
do Sys.wait(5000);
do Genre.gen();
return;}
let j=j+1;
}
do Output.printString("GOOD JOB");
do Sys.wait(5000);
do Genre.gen();
return;
}
}
```

CLASS LEVEL3

```
class Level3
{
  function void l3()
  {var int i,j,key;
   var char x,y,z;
   var String solution;
   var String correct;
var int location1,location2,location3,location4,memAddress1,memAddress2,memAddress3,memAddress4 ;
```

```
let location3=300;
let memAddress3 = 16384+location3;
do Memory.poke(memAddress3+0, 128);
do Memory.poke(memAddress3+32, 128);
do Memory.poke(memAddress3+64, 992);
do Memory.poke(memAddress3+96, 1584);
do Memory.poke(memAddress3+128, 3096);
do Memory.poke(memAddress3+160, 2072);
do Memory.poke(memAddress3+192, 2104);
do Memory.poke(memAddress3+224, 112);
do Memory.poke(memAddress3+256, 192);
do Memory.poke(memAddress3+288, 385);
do Memory.poke(memAddress3+320, 385);
do Memory.poke(memAddress3+352, 387);
do Memory.poke(memAddress3+384, 198);
do Memory.poke(memAddress3+416, 124);
do Memory.poke(memAddress3+448, 16);
do Memory.poke(memAddress3+480, 16);
let location1=100;
let memAddress1 = 16384+location1;
do Memory.poke(memAddress1+0, 0);
do Memory.poke(memAddress1+32, 1040);
do Memory.poke(memAddress1+64, 3640);
do Memory.poke(memAddress1+96, 8060);
do Memory.poke(memAddress1+128, 15358);
do Memory.poke(memAddress1+160, 15358);
do Memory.poke(memAddress1+192, 8446);
do Memory.poke(memAddress1+224, 15358);
do Memory.poke(memAddress1+256, 7164);
do Memory.poke(memAddress1+288, 4088);
do Memory.poke(memAddress1+320, 2032);
do Memory.poke(memAddress1+352, 992);
do Memory.poke(memAddress1+384, 448);
do Memory.poke(memAddress1+416, 128);
```

```
do Memory.poke(memAddress1+448, 0);
do Memory.poke(memAddress1+480, 0);
let location2=200;
let memAddress2 = 16384+location2;
do Memory.poke(memAddress2+0, 480);
do Memory.poke(memAddress2+32, 480);
do Memory.poke(memAddress2+64, 480);
do Memory.poke(memAddress2+96, 480);
do Memory.poke(memAddress2+128, 480);
do Memory.poke(memAddress2+160, 16383);
do Memory.poke(memAddress2+192, 16383);
do Memory.poke(memAddress2+224, 16383);
do Memory.poke(memAddress2+256, 480);
do Memory.poke(memAddress2+288, 480);
do Memory.poke(memAddress2+320, 480);
do Memory.poke(memAddress2+352, 480);
do Memory.poke(memAddress2+384, 480);
do Memory.poke(memAddress2+416, 0);
do Memory.poke(memAddress2+448, 0);
do Memory.poke(memAddress2+480, 0);
let location4=400;
let memAddress4 = 16384+location4;
do Memory.poke(memAddress4+0, 0);
do Memory.poke(memAddress4+32, -1);
do Memory.poke(memAddress4+64, -1);
do Memory.poke(memAddress4+96, -1);
do Memory.poke(memAddress4+128, -1);
do Memory.poke(memAddress4+160, 0);
do Memory.poke(memAddress4+192, 0);
do Memory.poke(memAddress4+224, 0);
do Memory.poke(memAddress4+256, 0);
do Memory.poke(memAddress4+288, 0);
do Memory.poke(memAddress4+320, -1);
do Memory.poke(memAddress4+352, -1);
```

```
do Memory.poke(memAddress4+384, -1);
do Memory.poke(memAddress4+416, -1);
do Memory.poke(memAddress4+448, 0);
do Memory.poke(memAddress4+480, 0);
do Output.moveCursor(5,0);
do Output.printString("GUESS THE WORD: ");
     let i = 0;
    let solution = "HEALTH IS WEALTH";
     let correct = String.new(16);
     while(i < 16)
     { let x=Keyboard.readChar();
       let correct = correct.appendChar(x);
       let i = i+1;
     }
do Output.println();
do Output.printString(correct);
do Output.println();
let j=0;
while(j<16){
if(~(solution.charAt(j)=correct.charAt(j))){
do Output.printString("OOPS, TRY AGAIN!");
do Sys.wait(5000);
do Genre.gen();
return;}
let j=j+1;
}
do Output.printString("GOOD JOB");
do Sys.wait(5000);
do Genre.gen();
return;
}
}
```

CLASS LEVEL4

```
class Level4
{
  function void l4()
  {var int i,j,key;
   var char x,y,z;
   var String solution;
   var String correct;
var int location1,location2,location3,location4,memAddress1,memAddress2,memAddress3,memAddress4 ;
let location3=300;
let memAddress3 = 16384+location3;
do Memory.poke(memAddress3+0, 0);
do Memory.poke(memAddress3+32, 528);
do Memory.poke(memAddress3+64, 288);
do Memory.poke(memAddress3+96, 192);
do Memory.poke(memAddress3+128, 6342);
do Memory.poke(memAddress3+160, 5418);
do Memory.poke(memAddress3+192, 3060);
do Memory.poke(memAddress3+224, 1560);
do Memory.poke(memAddress3+256, 3060);
do Memory.poke(memAddress3+288, 5418);
do Memory.poke(memAddress3+320, 6342);
do Memory.poke(memAddress3+352, 0);
do Memory.poke(memAddress3+384, 0);
do Memory.poke(memAddress3+416, 0);
do Memory.poke(memAddress3+448, 0);
do Memory.poke(memAddress3+480, 0);
let location1=100;
let memAddress1 = 16384+location1;
do Memory.poke(memAddress1+0, 0);
do Memory.poke(memAddress1+32, 0);
do Memory.poke(memAddress1+64, 256);
do Memory.poke(memAddress1+96, 640);
do Memory.poke(memAddress1+128, 16644);
do Memory.poke(memAddress1+160, 25228);
```

```
do Memory.poke(memAddress1+192, 21588);
do Memory.poke(memAddress1+224, 18468);
do Memory.poke(memAddress1+256, 16388);
do Memory.poke(memAddress1+288, 16388);
do Memory.poke(memAddress1+320, 16388);
do Memory.poke(memAddress1+352, 16388);
do Memory.poke(memAddress1+384, 16388);
do Memory.poke(memAddress1+416, 32764);
do Memory.poke(memAddress1+448, 0);
do Memory.poke(memAddress1+480, 0);
let location2=200;
let memAddress2 = 16384+location2;
do Memory.poke(memAddress2+0, 480);
do Memory.poke(memAddress2+32, 480);
do Memory.poke(memAddress2+64, 480);
do Memory.poke(memAddress2+96, 480);
do Memory.poke(memAddress2+128, 480);
do Memory.poke(memAddress2+160, 16383);
do Memory.poke(memAddress2+192, 16383);
do Memory.poke(memAddress2+224, 16383);
do Memory.poke(memAddress2+256, 480);
do Memory.poke(memAddress2+288, 480);
do Memory.poke(memAddress2+320, 480);
do Memory.poke(memAddress2+352, 480);
do Memory.poke(memAddress2+384, 480);
do Memory.poke(memAddress2+416, 0);
do Memory.poke(memAddress2+448, 0);
do Memory.poke(memAddress2+480, 0);
let location4=400;
let memAddress4 = 16384+location4;
do Memory.poke(memAddress4+0, 0);
do Memory.poke(memAddress4+32, -1);
do Memory.poke(memAddress4+64, -1);
do Memory.poke(memAddress4+96, -1);
```

```
do Memory.poke(memAddress4+128, -1);
do Memory.poke(memAddress4+160, 0);
do Memory.poke(memAddress4+192, 0);
do Memory.poke(memAddress4+224, 0);
do Memory.poke(memAddress4+256, 0);
do Memory.poke(memAddress4+288, 0);
do Memory.poke(memAddress4+320, -1);
do Memory.poke(memAddress4+352, -1);
do Memory.poke(memAddress4+384, -1);
do Memory.poke(memAddress4+416, -1);
do Memory.poke(memAddress4+448, 0);
do Memory.poke(memAddress4+480, 0);
do Output.moveCursor(5,0);
do Output.printString("GUESS THE WORD: ");
     let i = 0;
    let solution = "QUEEN BEE";
     let correct = String.new(9);
     while(i < 9)
     { let x=Keyboard.readChar();
       let correct = correct.appendChar(x);
       let i = i+1;
     }
do Output.println();
do Output.printString(correct);
do Output.println();
let j=0;
while(j<9){
if(~(solution.charAt(j)=correct.charAt(j))){
do Output.printString("OOPS, TRY AGAIN!");
do Sys.wait(5000);
do Genre.gen();
return;}
let j=j+1;
}
```

```
do Output.printString("GOOD JOB");
do Sys.wait(5000);
do Genre.gen();
return;
}
}
```

CLASS LEVEL5

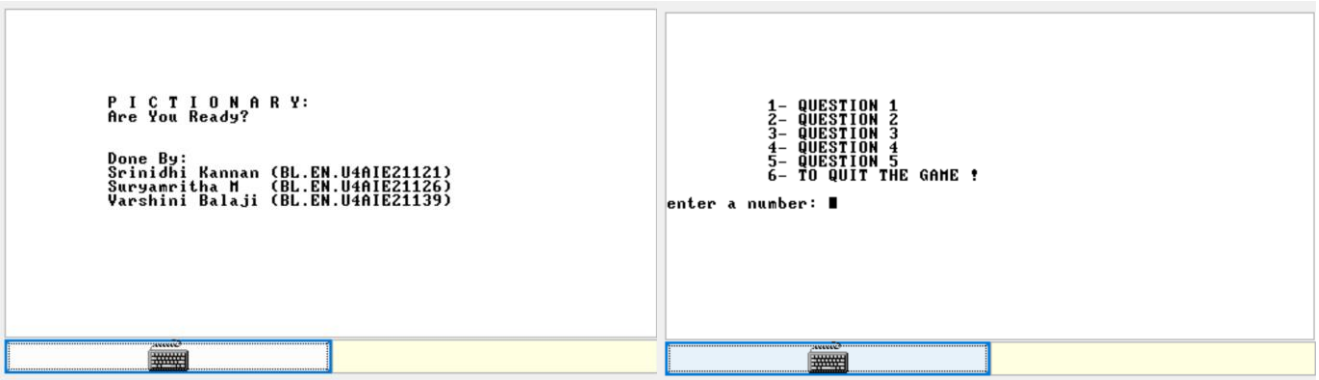
```
class Level5
{
  function void l5()
  {var int i,j,key;
   var char x,y,z;
   var String solution;
   var String correct;
var int location1,location2,location3,location4,memAddress1,memAddress2,memAddress3,memAddress4 ;
let location3=300;
let memAddress3 = 16384+location3;
do Memory.poke(memAddress3+0, 0);
do Memory.poke(memAddress3+32, 0);
do Memory.poke(memAddress3+64, 14392);
do Memory.poke(memAddress3+96, 31868);
do Memory.poke(memAddress3+128, -258);
do Memory.poke(memAddress3+160, -769);
do Memory.poke(memAddress3+192, -1921);
do Memory.poke(memAddress3+224, -961);
do Memory.poke(memAddress3+256, -385);
do Memory.poke(memAddress3+288, 31998);
do Memory.poke(memAddress3+320, 14460);
do Memory.poke(memAddress3+352, 7224);
do Memory.poke(memAddress3+384, 3696);
do Memory.poke(memAddress3+416, 1728);
do Memory.poke(memAddress3+448, 640);
do Memory.poke(memAddress3+480, 0);
let location1=100;
```

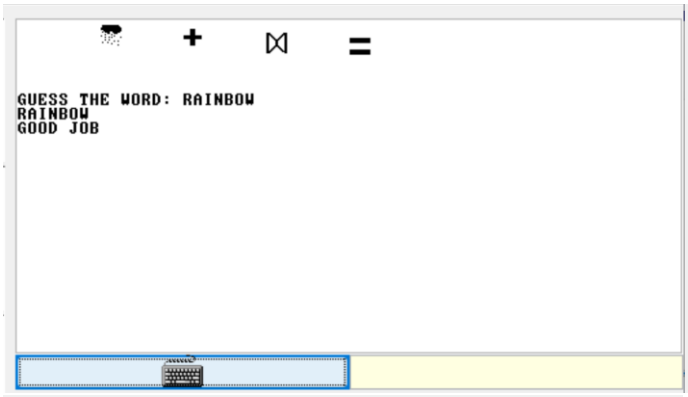
```
let memAddress1 = 16384+location1;
do Memory.poke(memAddress1+0, 0);
do Memory.poke(memAddress1+32, 4680);
do Memory.poke(memAddress1+64, 2340);
do Memory.poke(memAddress1+96, 4680);
do Memory.poke(memAddress1+128, 0);
do Memory.poke(memAddress1+160, 32764);
do Memory.poke(memAddress1+192, 16391);
do Memory.poke(memAddress1+224, 16389);
do Memory.poke(memAddress1+256, 16391);
do Memory.poke(memAddress1+288, 16388);
do Memory.poke(memAddress1+320, 8200);
do Memory.poke(memAddress1+352, 4112);
do Memory.poke(memAddress1+384, 2080);
do Memory.poke(memAddress1+416, 1984);
do Memory.poke(memAddress1+448, 0);
do Memory.poke(memAddress1+480, 0);
let location2=200;
let memAddress2 = 16384+location2;
do Memory.poke(memAddress2+0, 480);
do Memory.poke(memAddress2+32, 480);
do Memory.poke(memAddress2+64, 480);
do Memory.poke(memAddress2+96, 480);
do Memory.poke(memAddress2+128, 480);
do Memory.poke(memAddress2+160, 16383);
do Memory.poke(memAddress2+192, 16383);
do Memory.poke(memAddress2+224, 16383);
do Memory.poke(memAddress2+256, 480);
do Memory.poke(memAddress2+288, 480);
do Memory.poke(memAddress2+320, 480);
do Memory.poke(memAddress2+352, 480);
do Memory.poke(memAddress2+384, 480);
do Memory.poke(memAddress2+416, 0);
do Memory.poke(memAddress2+448, 0);
```

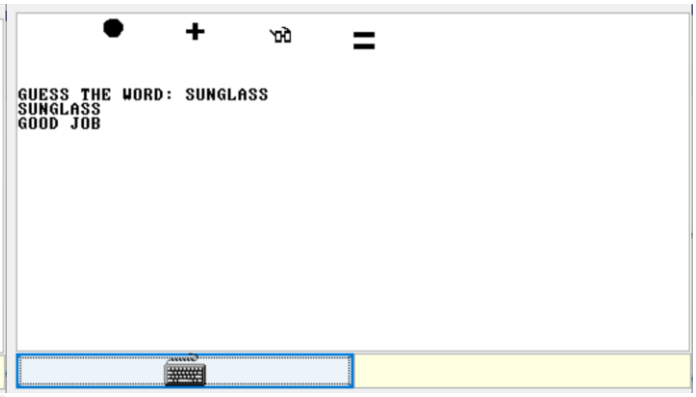
```
do Memory.poke(memAddress2+480, 0);
let location4=400;
let memAddress4 = 16384+location4;
do Memory.poke(memAddress4+0, 0);
do Memory.poke(memAddress4+32, -1);
do Memory.poke(memAddress4+64, -1);
do Memory.poke(memAddress4+96, -1);
do Memory.poke(memAddress4+128, -1);
do Memory.poke(memAddress4+160, 0);
do Memory.poke(memAddress4+192, 0);
do Memory.poke(memAddress4+224, 0);
do Memory.poke(memAddress4+256, 0);
do Memory.poke(memAddress4+288, 0);
do Memory.poke(memAddress4+320, -1);
do Memory.poke(memAddress4+352, -1);
do Memory.poke(memAddress4+384, -1);
do Memory.poke(memAddress4+416, -1);
do Memory.poke(memAddress4+448, 0);
do Memory.poke(memAddress4+480, 0);
do Output.moveCursor(5,0);
do Output.printString("GUESS THE WORD: ");
     let i = 0;
    let solution = "COFFEE BREAK";
     let correct = String.new(12);
     while(i < 12)
     { let x=Keyboard.readChar();
       let correct = correct.appendChar(x);
       let i = i+1;
     }
do Output.println();
do Output.printString(correct);
do Output.println();
let j=0;
while(j<12){
```

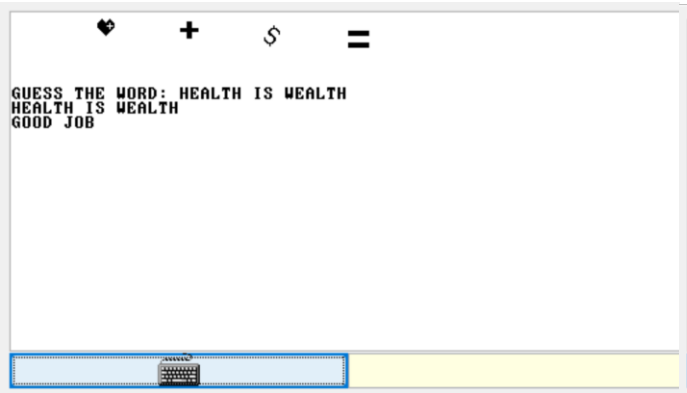
```
if(~(solution.charAt(j)=correct.charAt(j))){
do Output.printString("OOPS, TRY AGAIN!");
do Sys.wait(5000);
do Genre.gen();
return;}
let j=j+1;
}
do Output.printString("GOOD JOB");
do Sys.wait(5000);
do Genre.gen();
return;
}
}
```

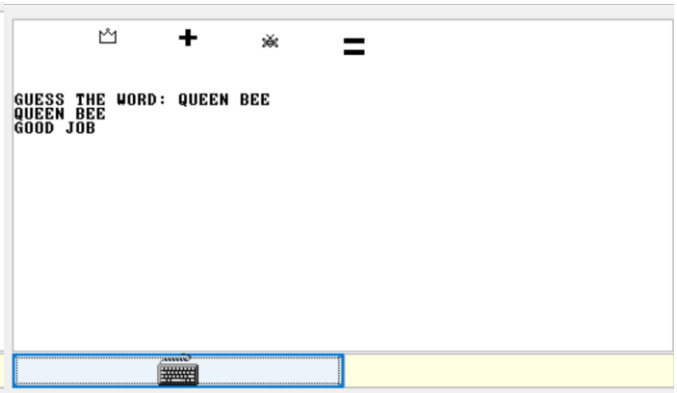
SCREENSHOTS:











SCREENSHOTS (with user input):