

TCP OFFLINE

JUMBLE WORD GAME IN JAVA

Description:

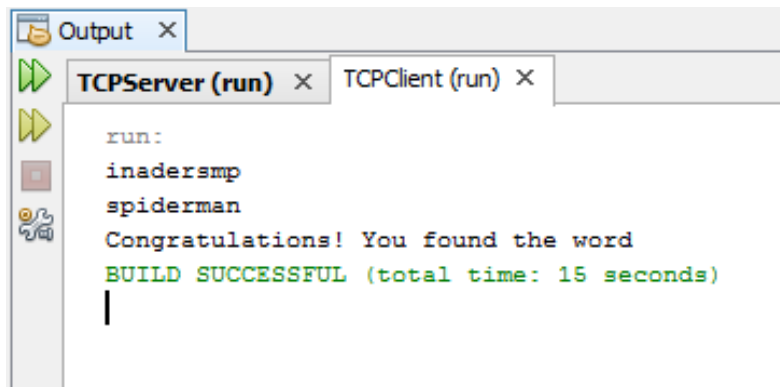
In this offline a very simple game is developed called JUMBLE WORD GAME. In this game, the computer program randomly picks up a secret word from a database of words and shuffles it. The shuffled word is presented to the user and he/she is asked to guess the original word. After taking input from the user the program is terminated with a message. If the user correctly guesses the word it will say "Congratulations! You found the word." And if not it will say "Sorry, Wrong answer".

This is a console game.

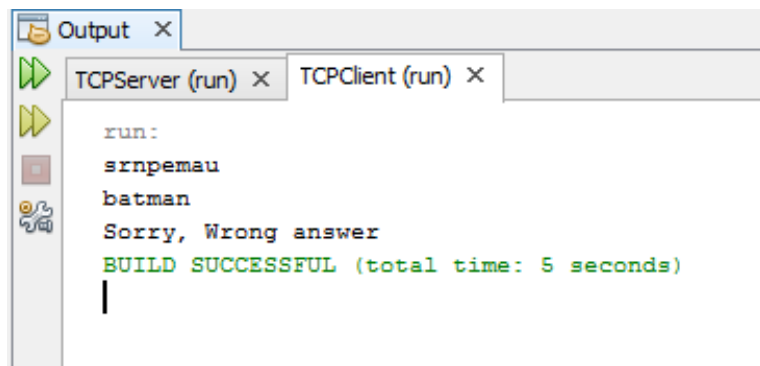
Future Plan:

- To run the program until the user guesses the correct answer.
- Add a timer mode how many word user guesses in a certain time.
- Add a scoring system.

Screen Shot:



```
Output x
TCPServer (run) x TCPClient (run) x
run:
inadersmp
spiderman
Congratulations! You found the word
BUILD SUCCESSFUL (total time: 15 seconds)
|
```



The screenshot shows an IDE's output window with three tabs: 'Output', 'TCPServer (run)', and 'TCPClient (run)'. The 'Output' tab is active and displays the following text:

```
run:
srnpemau
batman
Sorry, Wrong answer
BUILD SUCCESSFUL (total time: 5 seconds)
|
```

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Section: A2

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