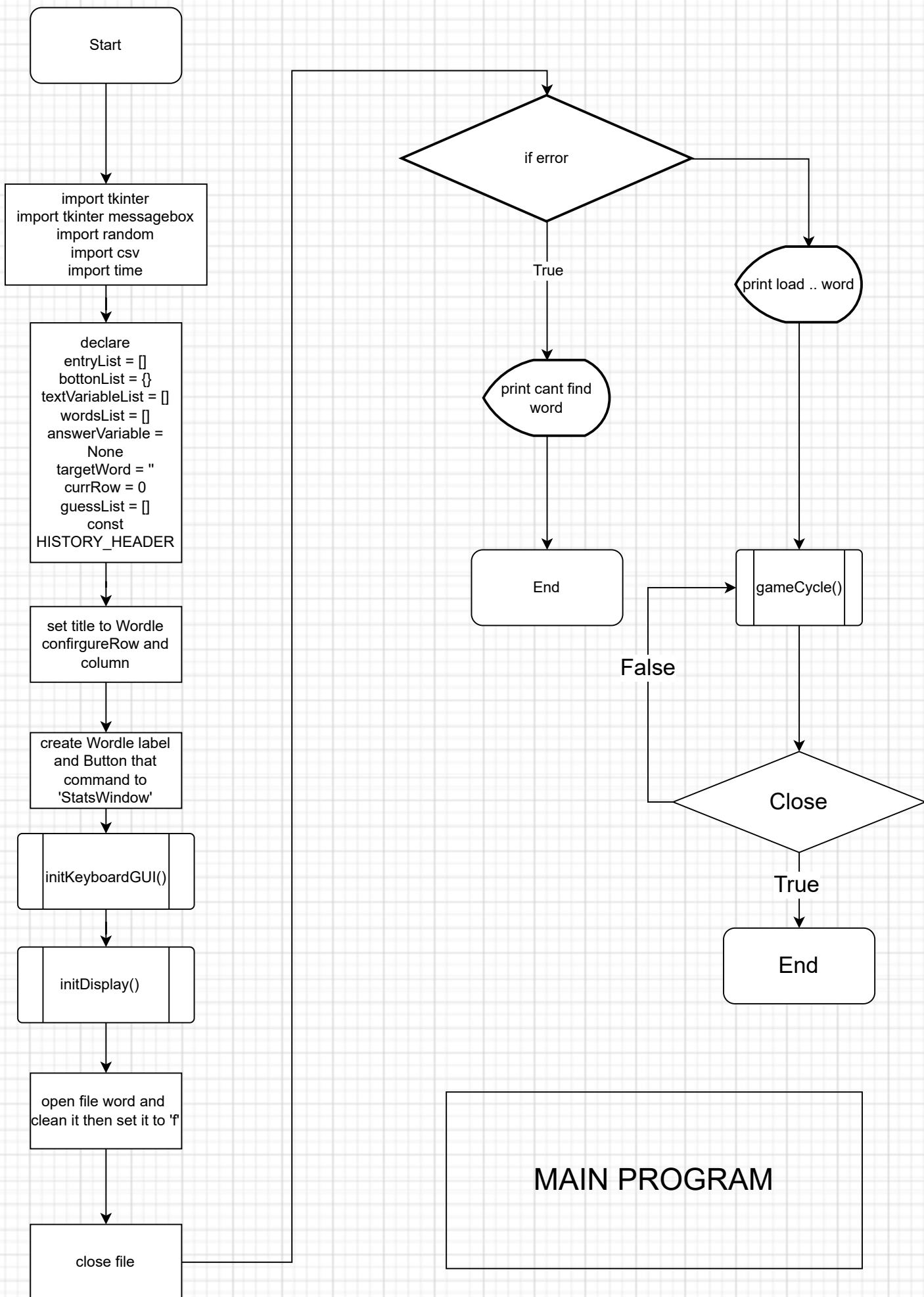
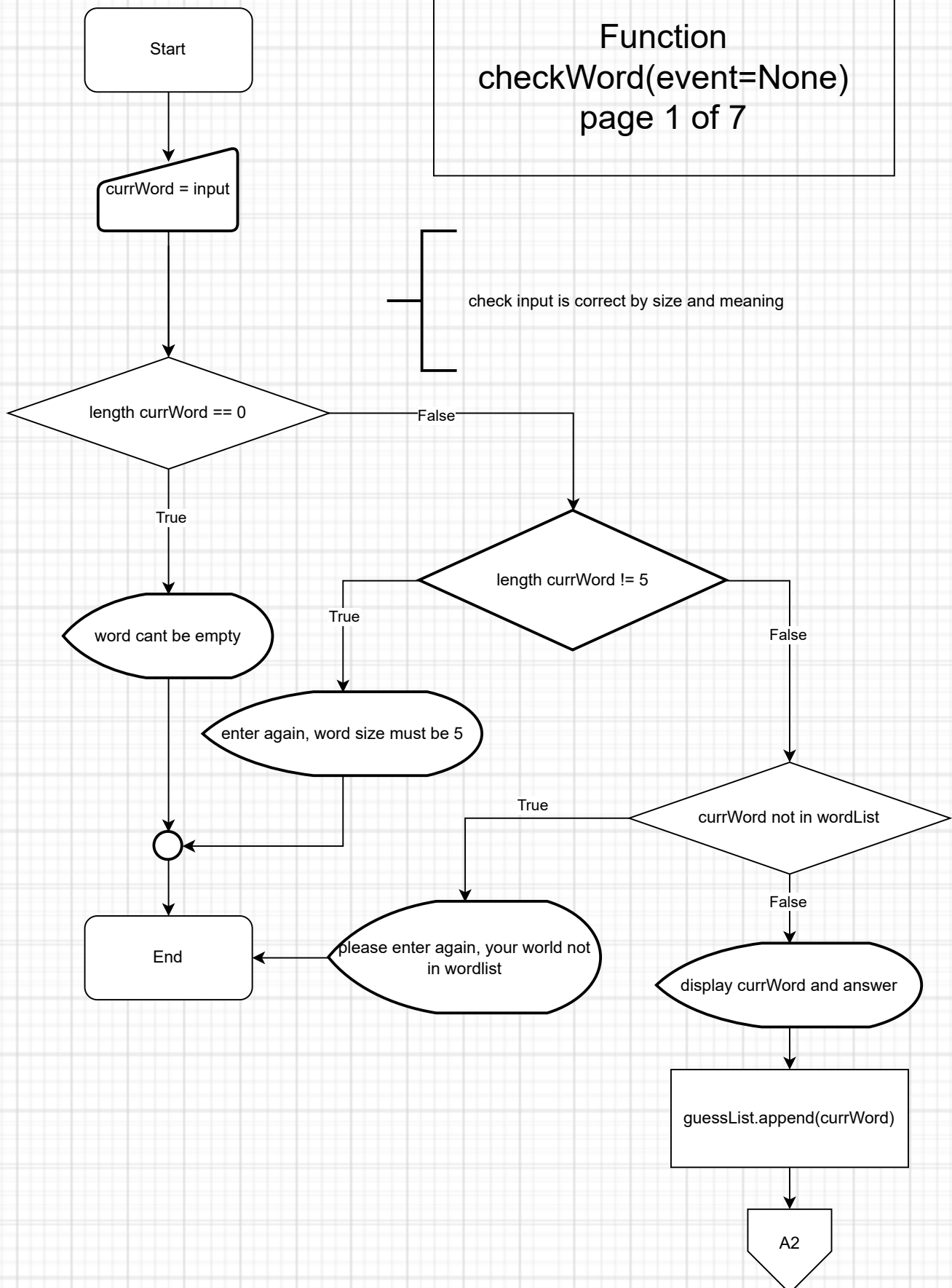
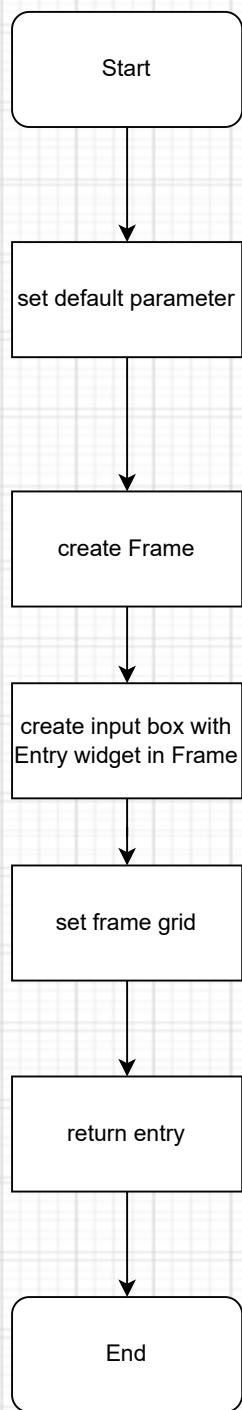


Function `drawButton()`
use in `initKeyboaedGui()`
function

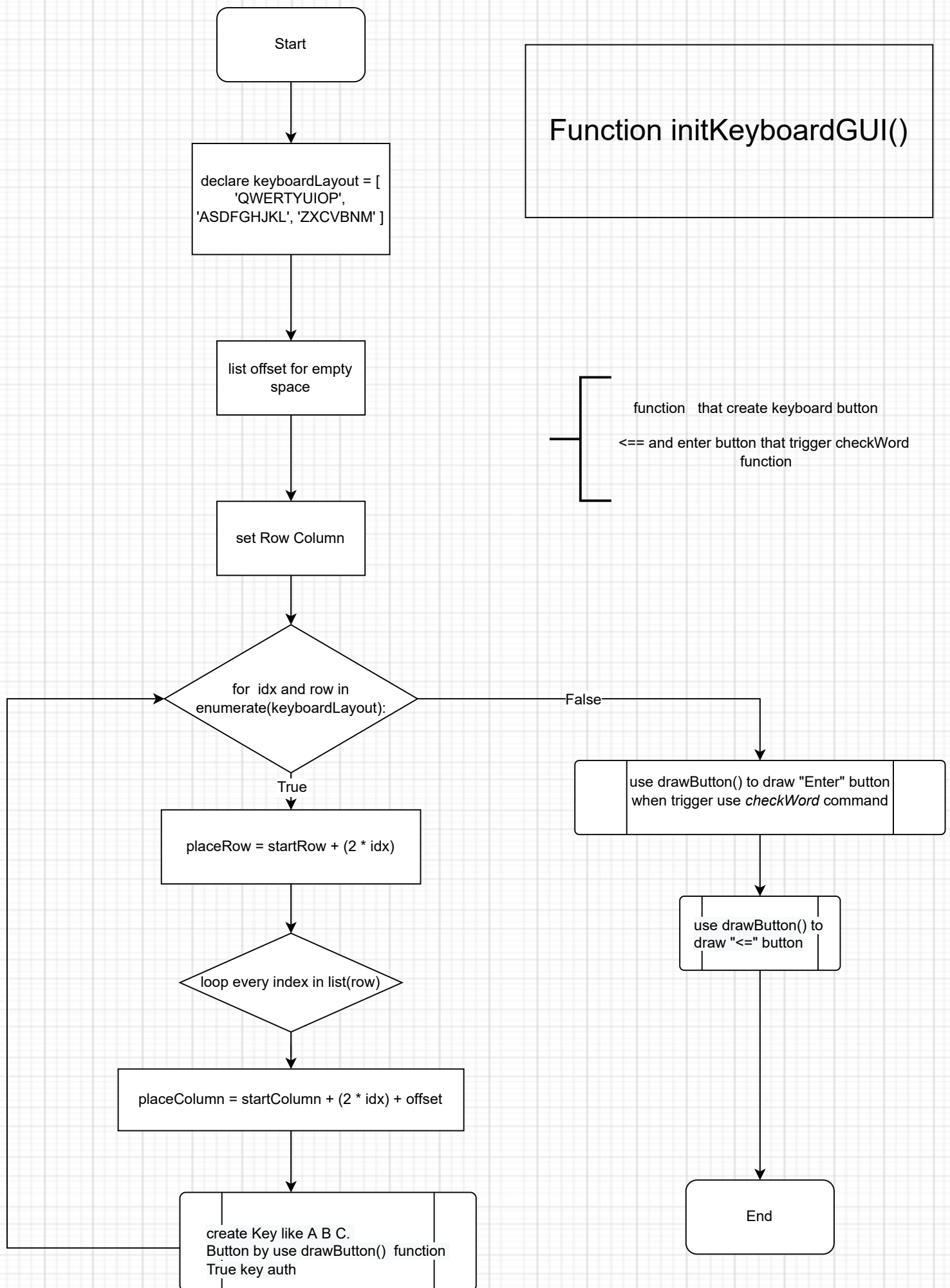


Function
checkWord(event=None)
page 1 of 7

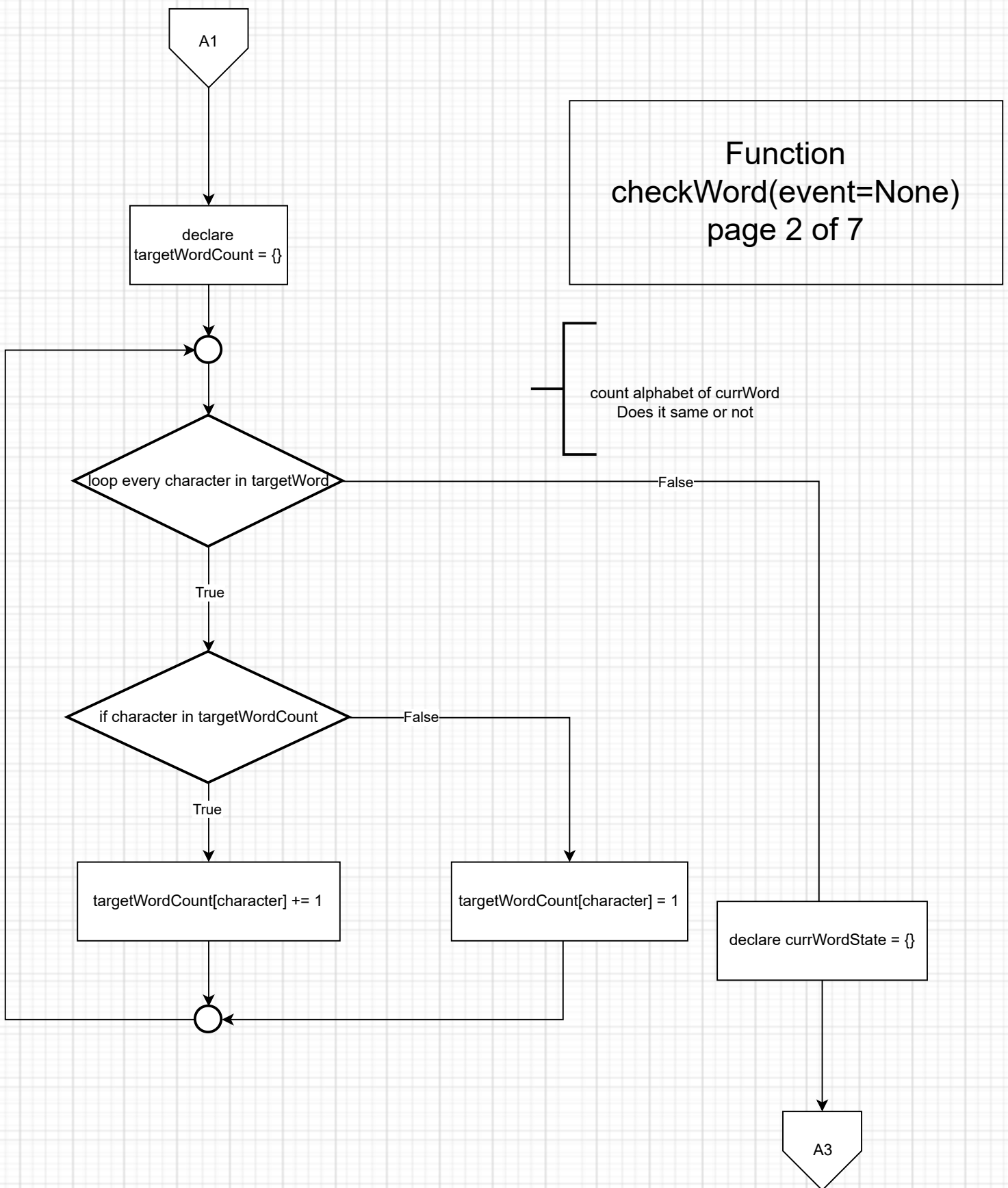


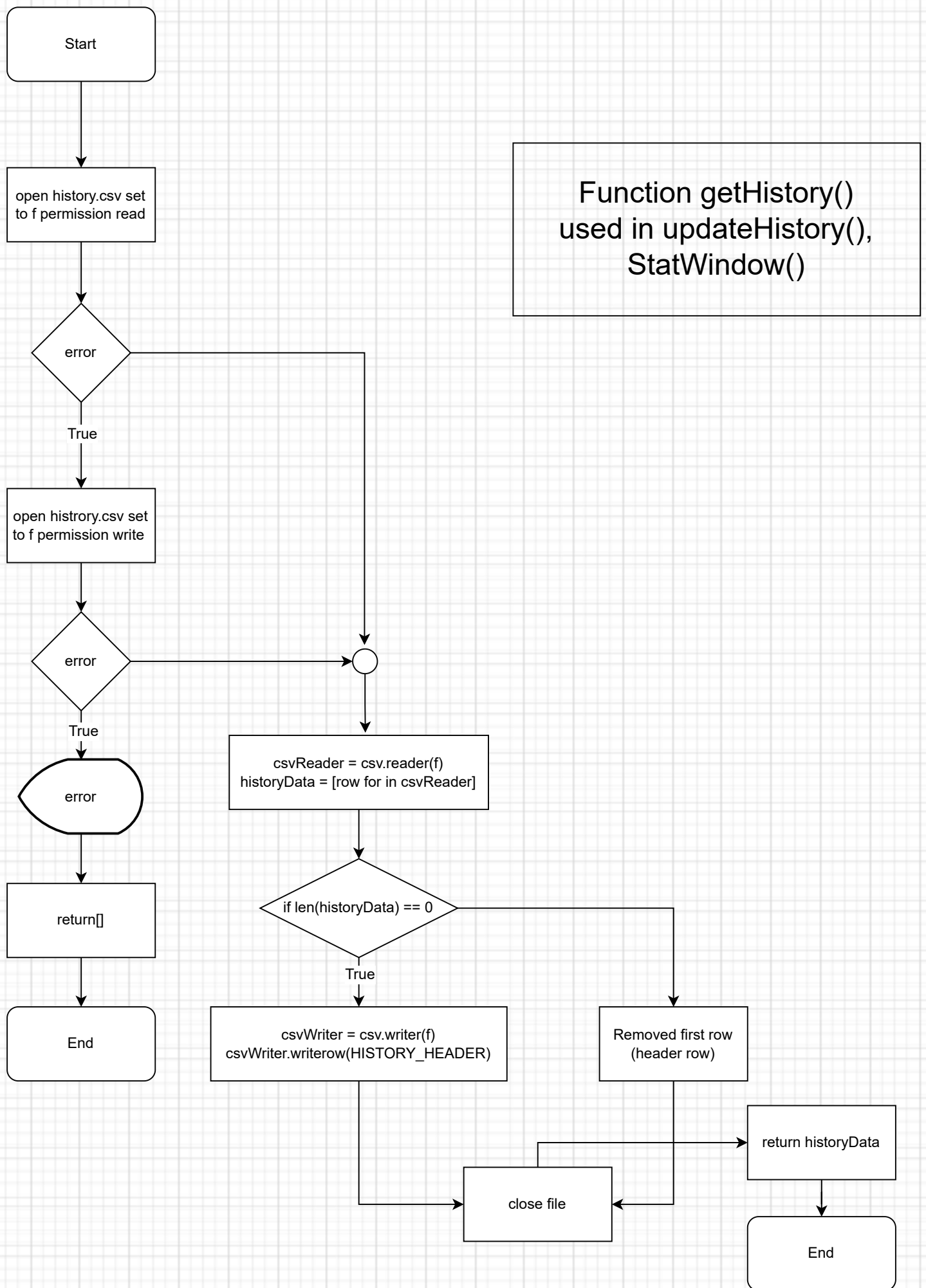


Function drawSquareEntry()

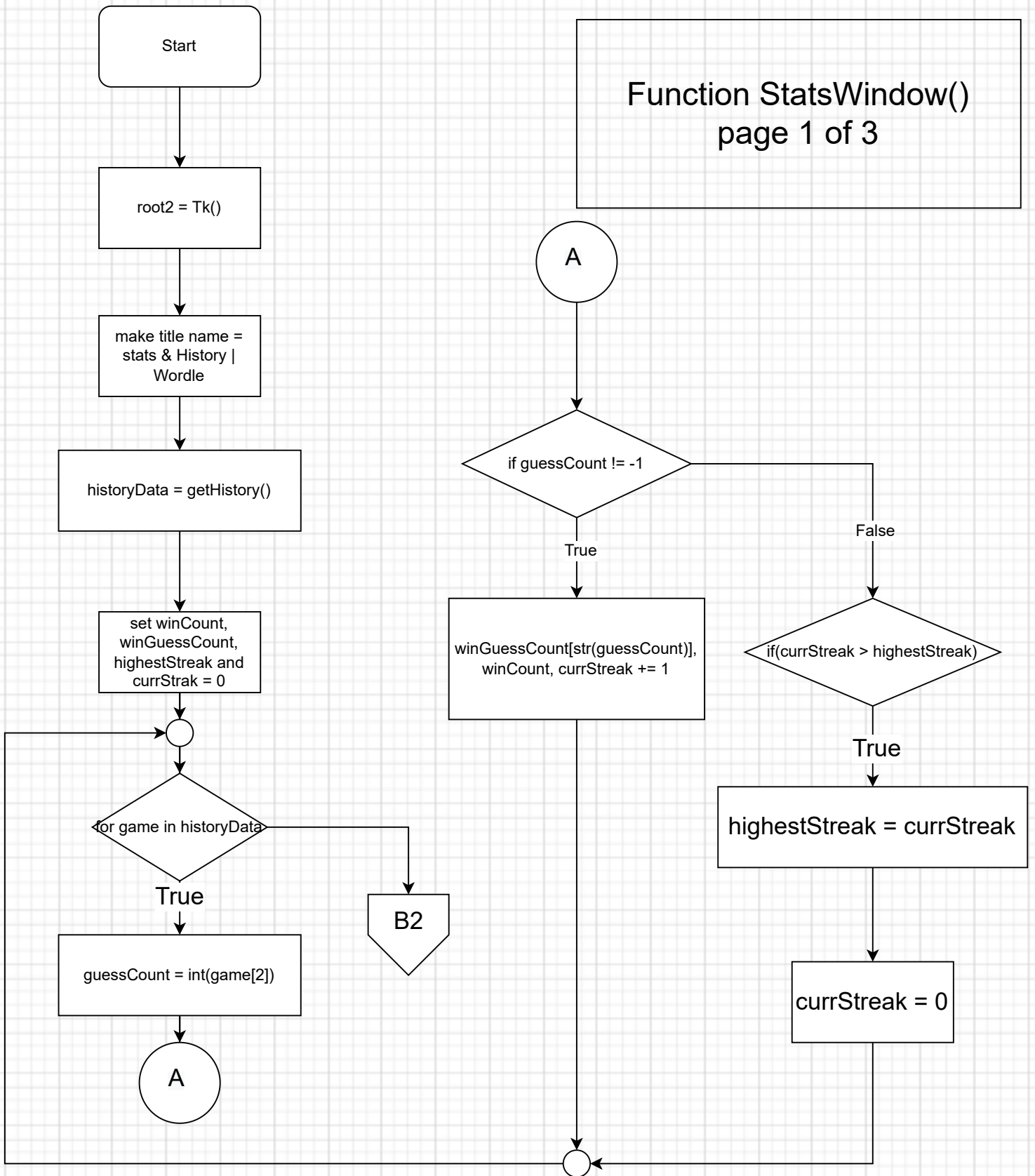


Function
checkWord(event=None)
page 2 of 7

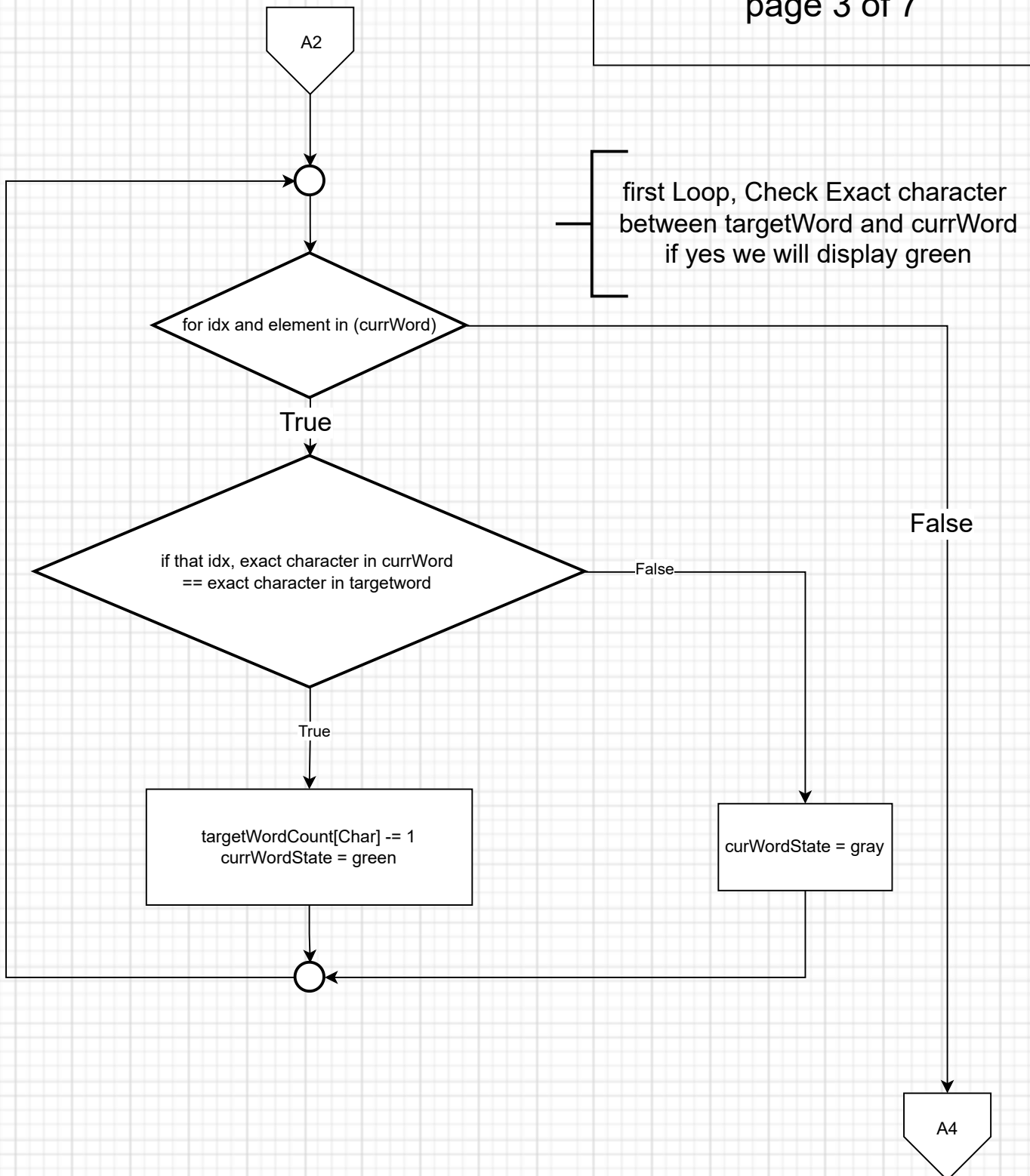




Function StatsWindow() page 1 of 3



Function
checkWord(event=None)
page 3 of 7



Start

set startRow and
startColumn

Function initDisplay()

for inxRow in range(6)

True

placeRow = startRow
+ (2 * inxRow)

declare
textVariableRow and
entryRow = []

append entryRow to
entryList

setting label answer
and set up grid

declare
answerVariable as
global = stringVar()

declare entryAnswer
= Entry widget and
set up grid

answerEntry = entryAnswer

End

for inxCol in range(5):

False

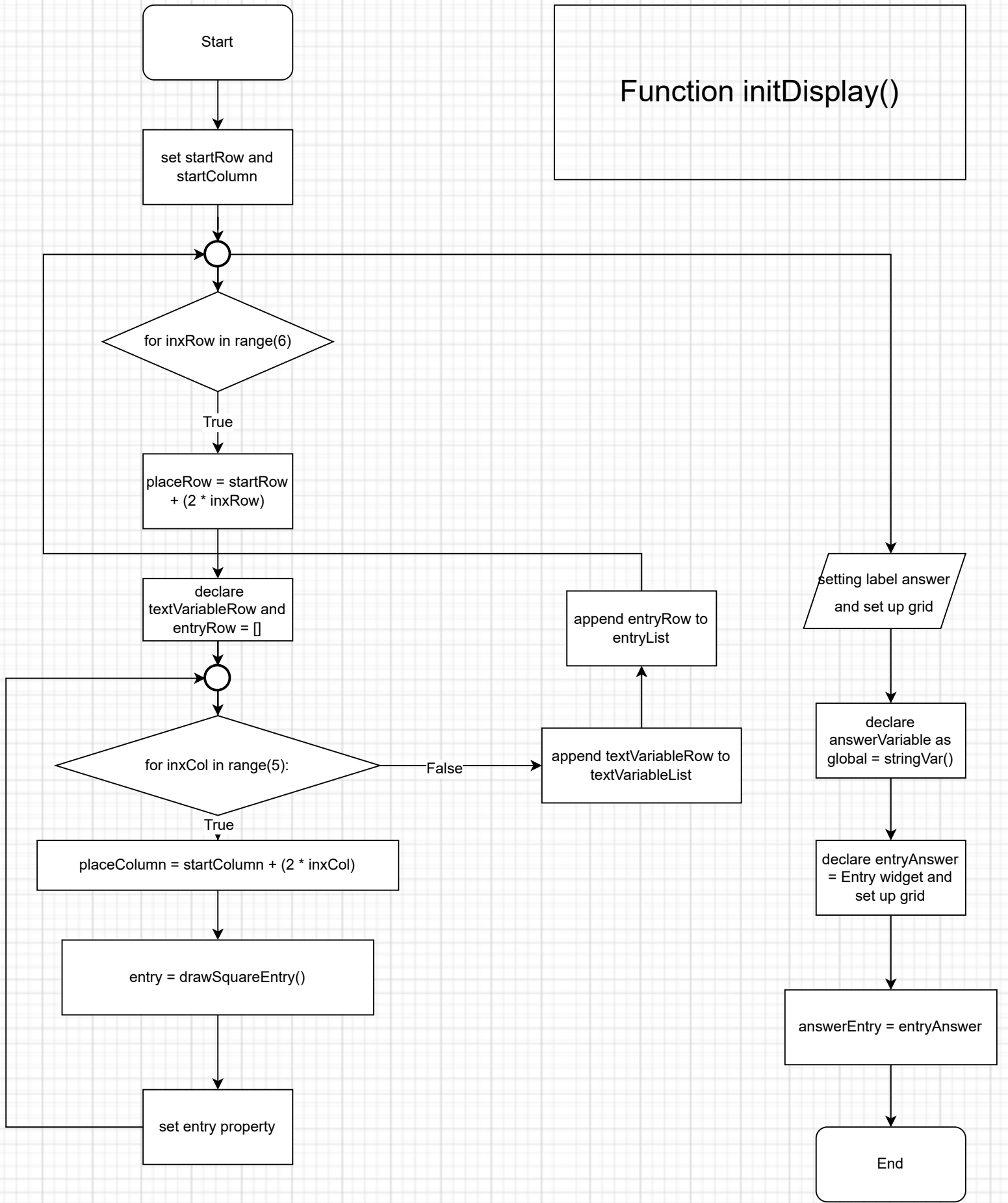
append textVariableRow to
textVariableList

True

placeColumn = startColumn + (2 * inxCol)

entry = drawSquareEntry()

set entry property



Function StatsWindow() page 2 of 3

B1

create Label widget ,text
"STATISTICS" and setting
grid

playCount = len(historyData)

create Label widget with text
that relative to "playCount"
and setting grid

winRate = winCount / playCount

create Label widget with text
that relative to "currStreak" and
setting grid

create Label widget with text that
relative to "highestStreak" and
setting grid

create Label widget with text
that relative to
"highestStreak" and
setting Grid

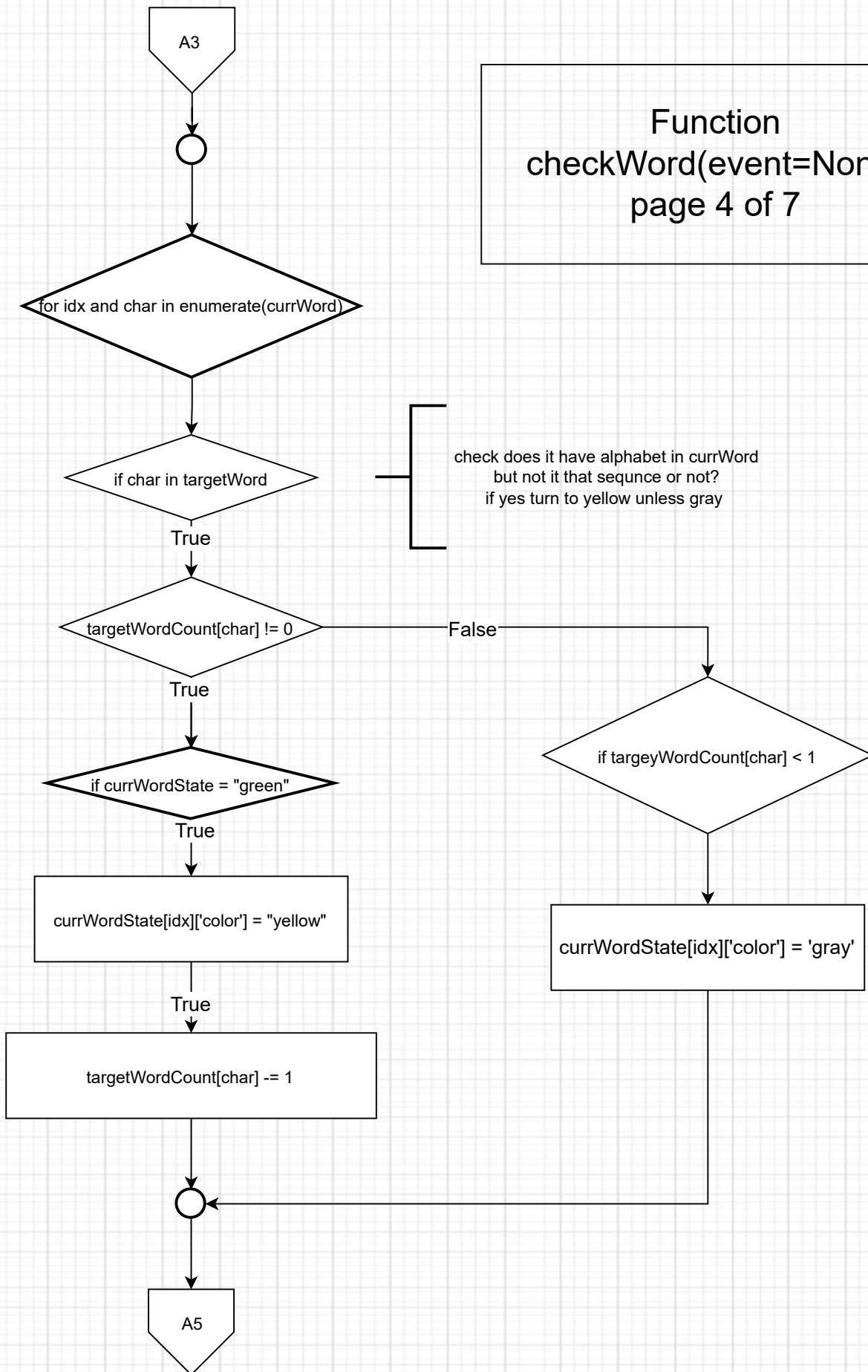
create Label widget with text that
relative to "GUESS DISTRIBUTION"
and setting grid

maxLength = maximum of winGuessCount

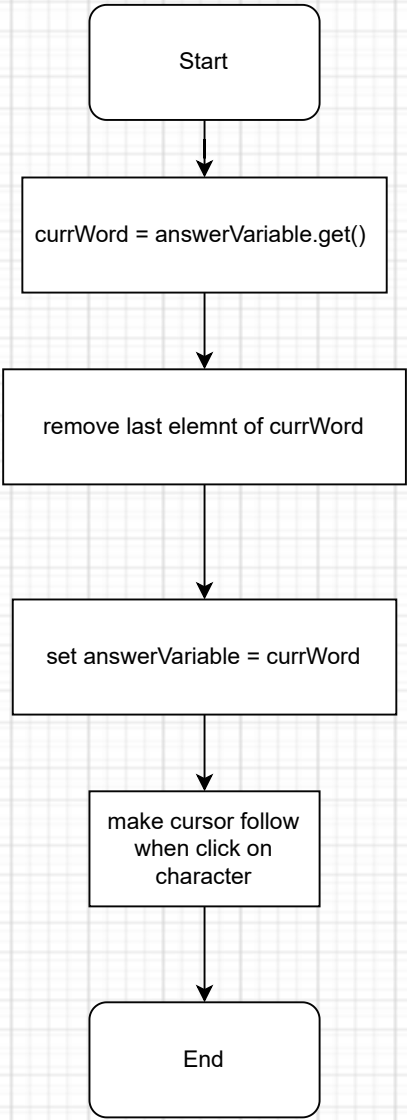
charType, charMaxSize = '|', 50

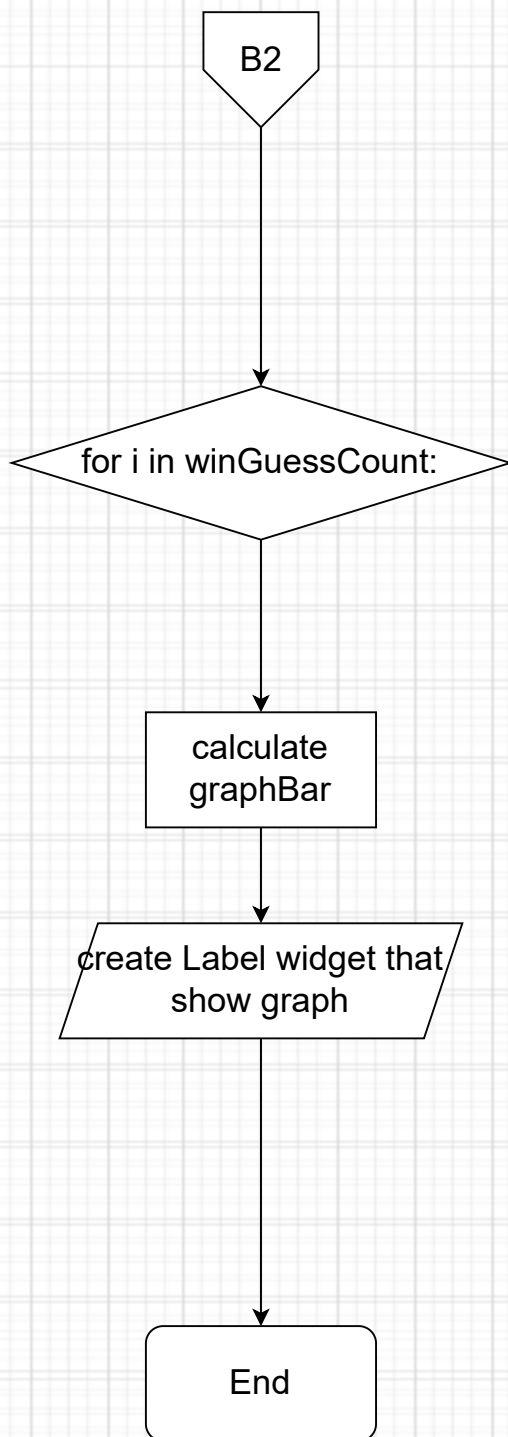
B3

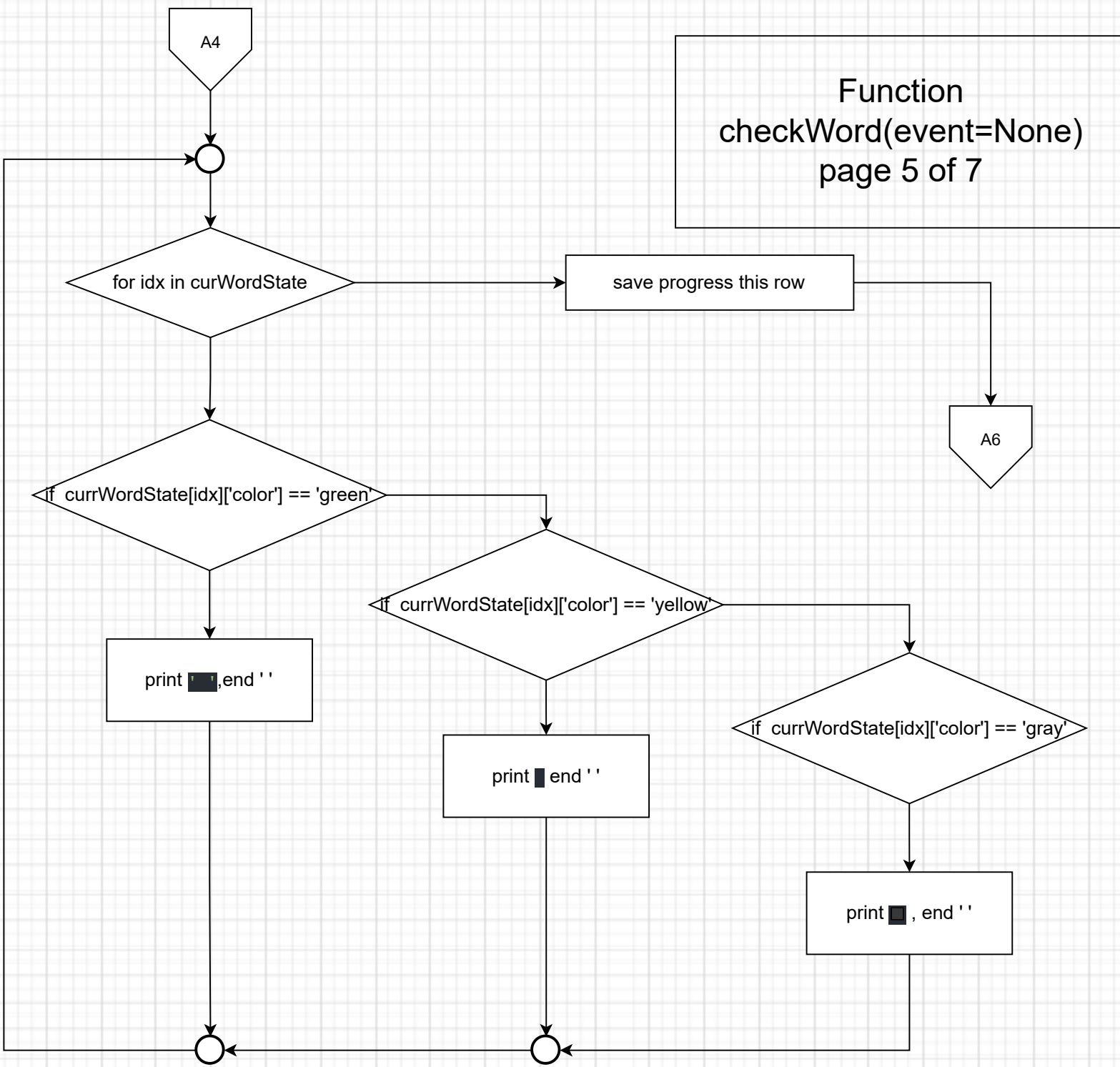
Function
checkWord(event=None)
page 4 of 7

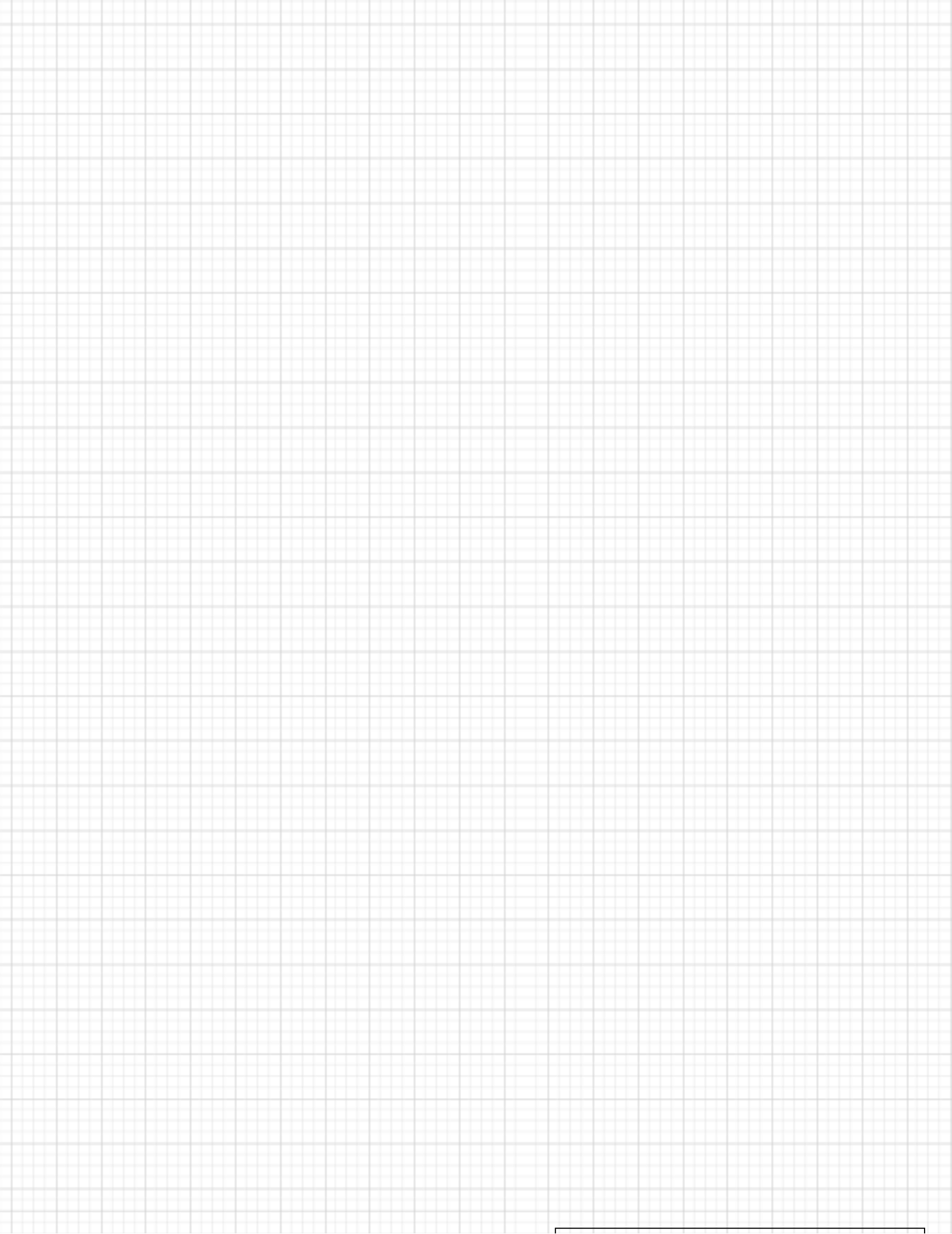


Function onReturn():

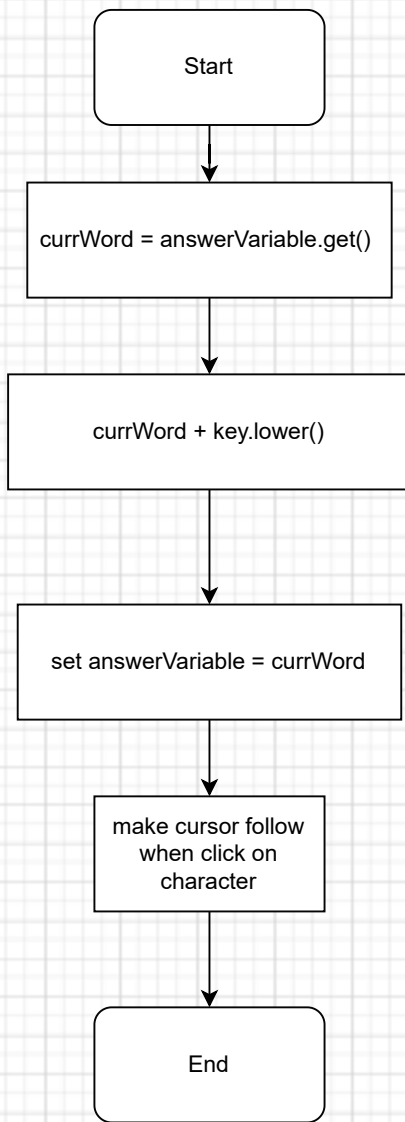








Function onKeyboardClick():

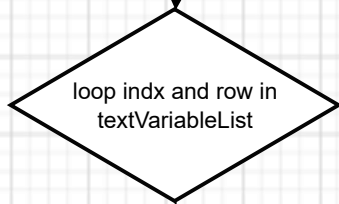


Start

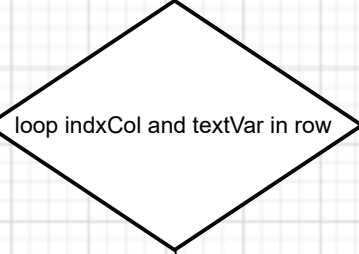
random word from
wordlist file to target
word

reset guessList = []

reset currRow = 0



True

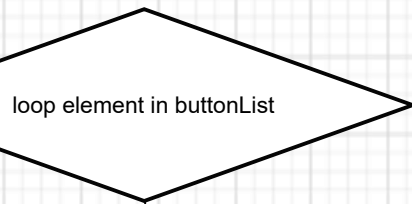


True

set textVar to (' ')

put white in entryList

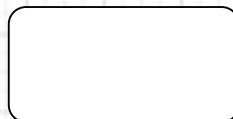
False



store
"SystemButtonFace"
in buttonList

store "black" in
buttonList

Function gameCycle()



A5

set tVL and
entryList

set answerVariable = "
currRow increase 1

if currWord == targetWord

True

You won

declare history = [
date,targetWord and
currRow
]

for i in range(6)

True

updateHistory(history)

gameCycle()

End

Function
checkWord(event=None)
page 6 of 7

[1665239091.441024, 'comet', 2, 'hello', 'comet', '', '', '', '']

if i >= length of guessList

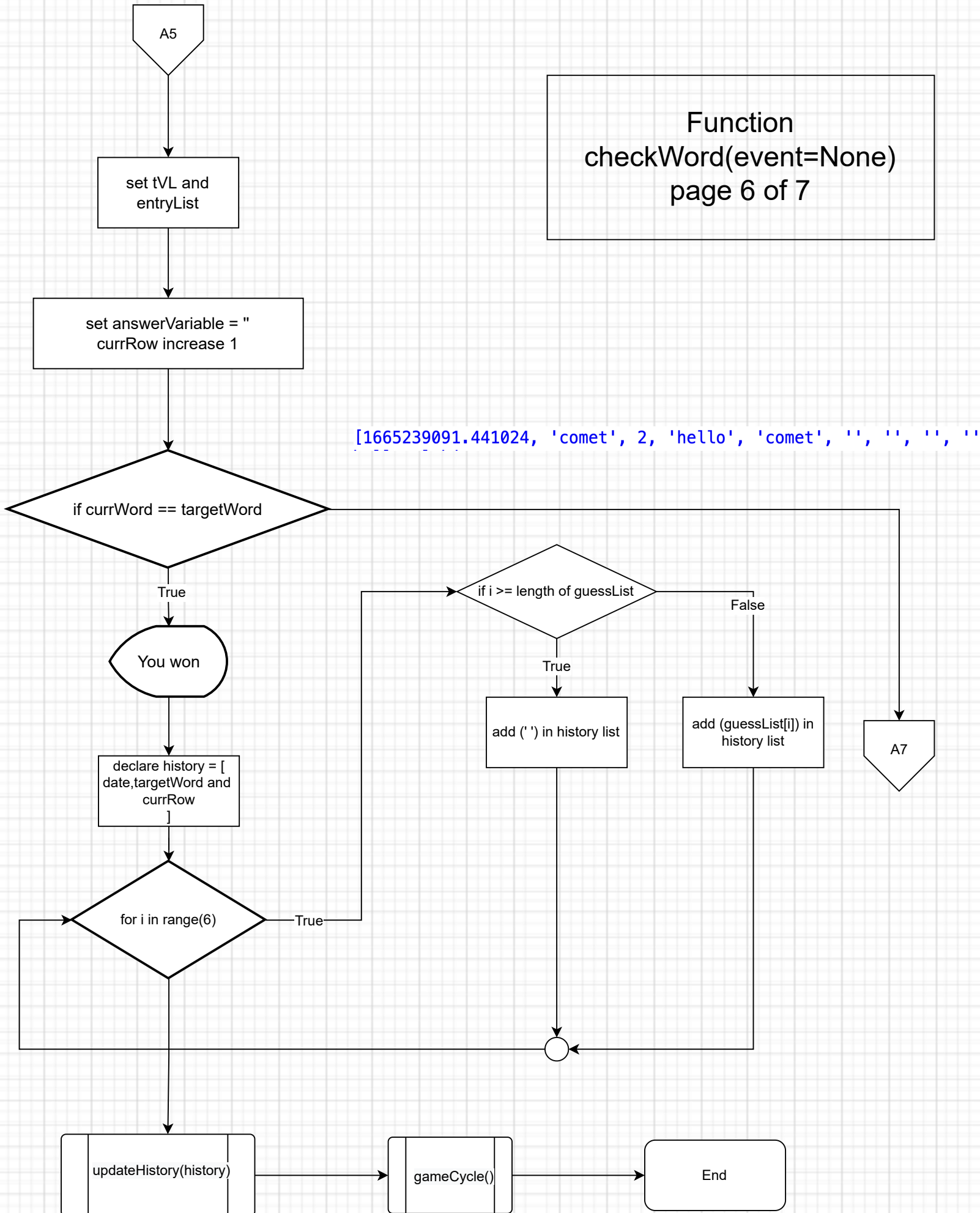
False

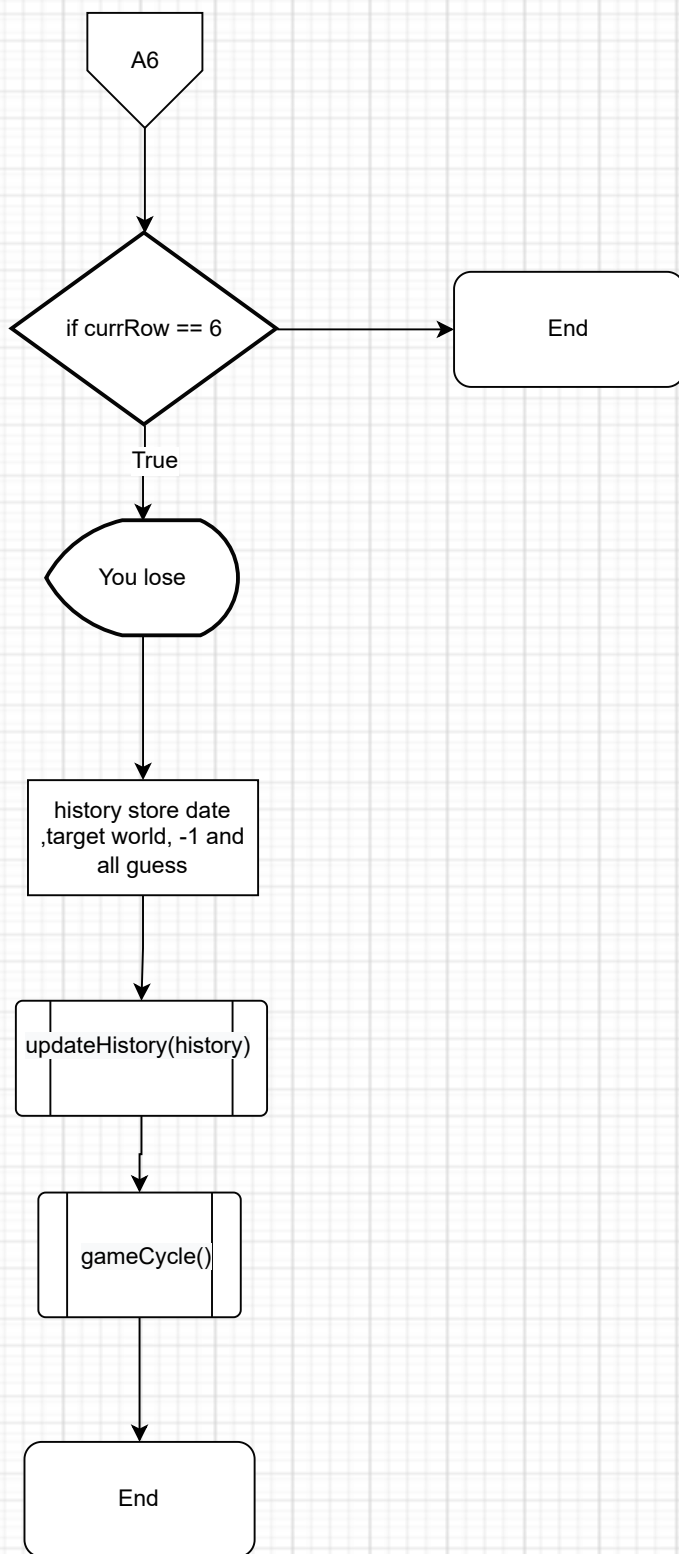
True

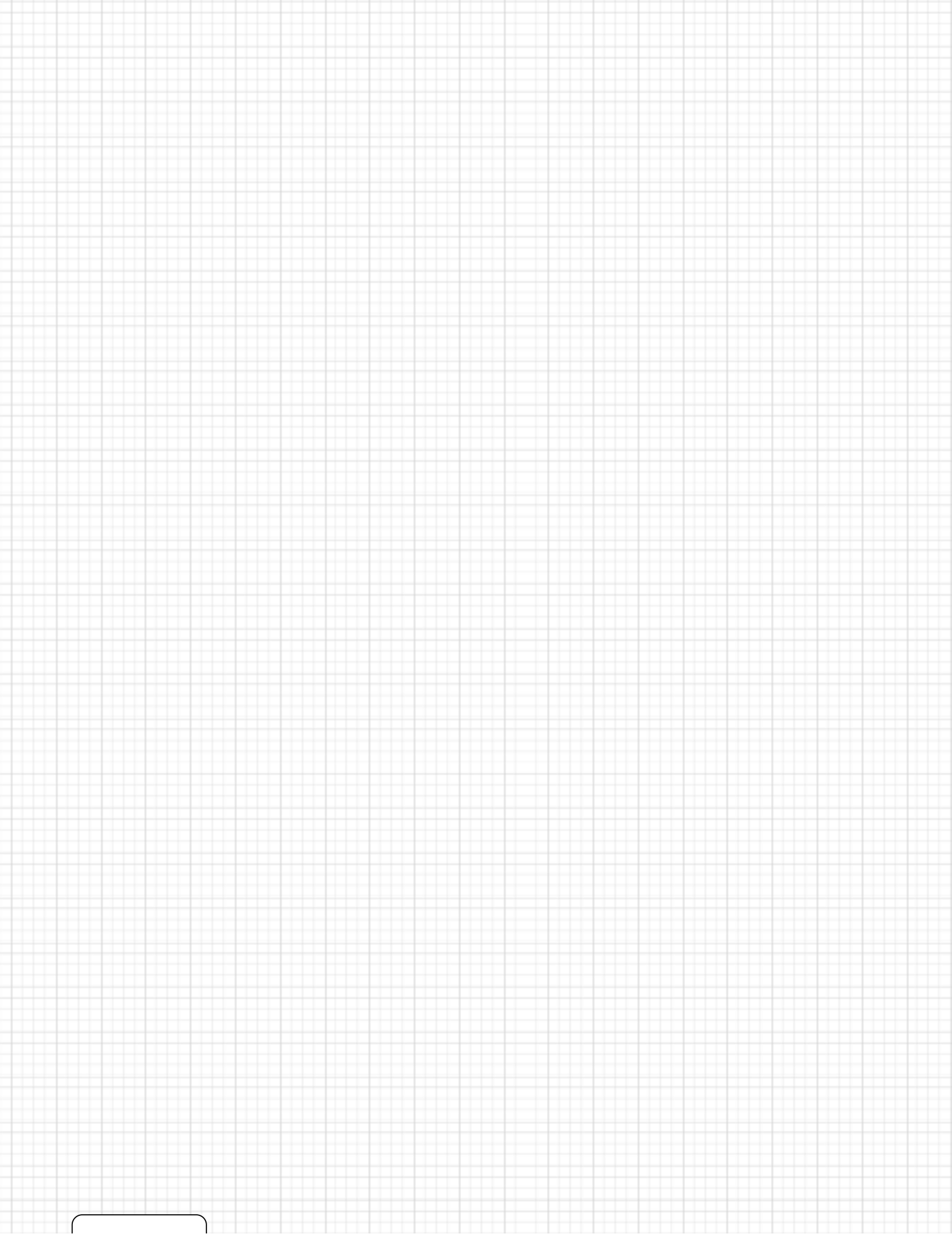
add (' ') in history list

add (guessList[i]) in
history list

A7







Start

Function updateHistory(), use
in checkWord() function

if(len(data) != default lenght)

True

invalid History

return False

End

False

getHistory()

open csv file and set
to f

Error

False

write history to csv file
the close

True

Error

return False

return True

End

