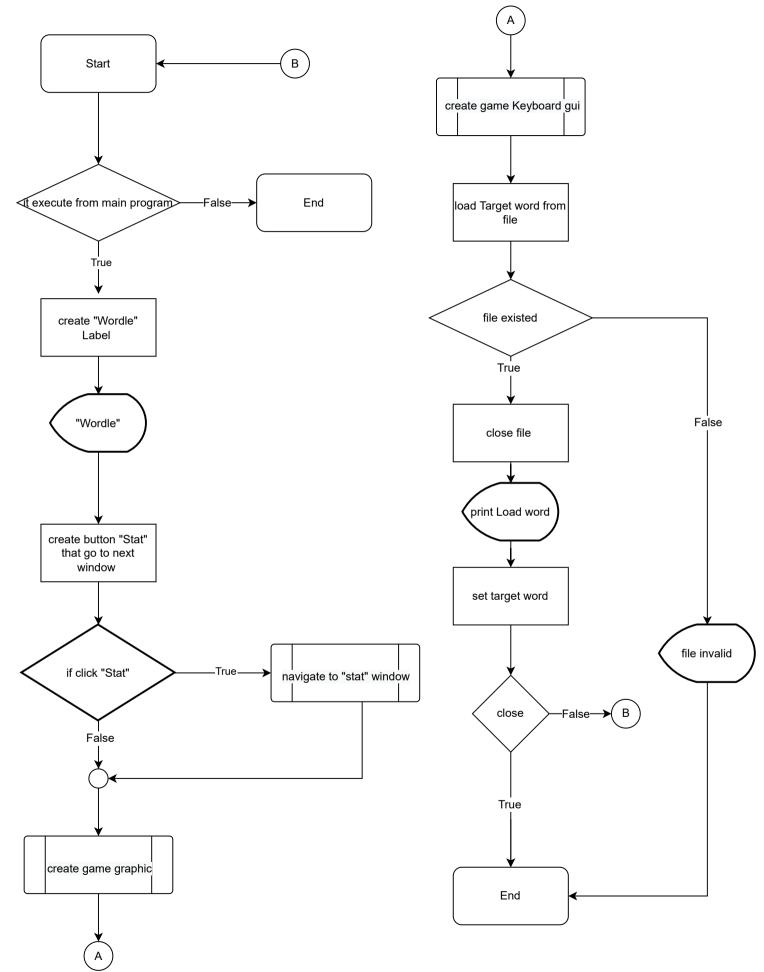
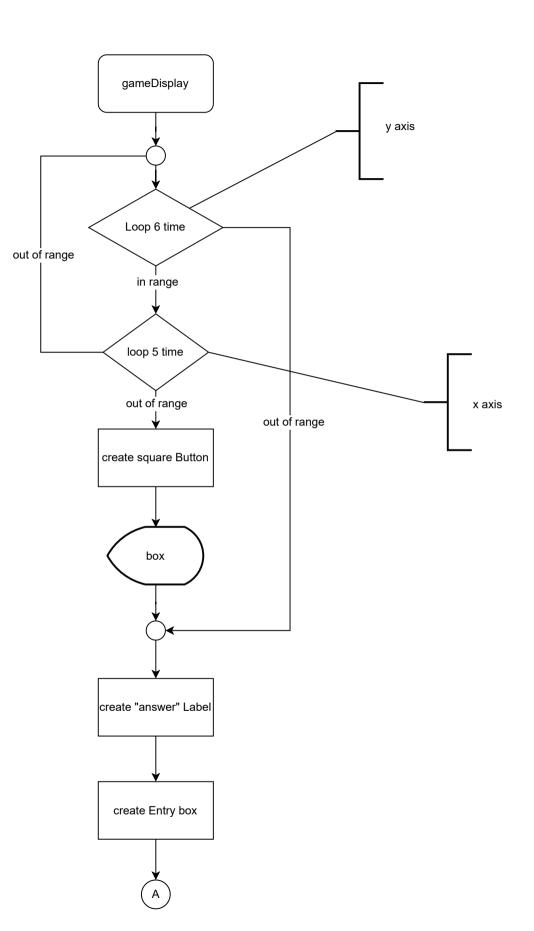
Flowchart: main()



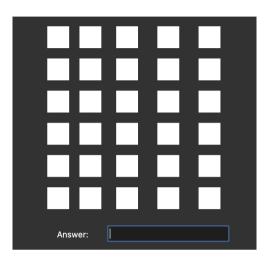
Flowchart: gameDisplay()

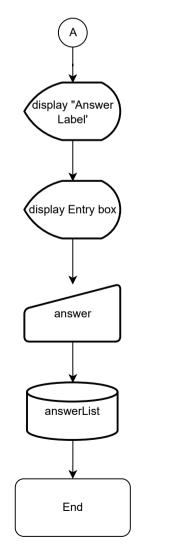


Description

gameDisplay()

is used to create graphic box for answer to display.





Flowchart: checkAnswer()

checkAnswer

answerList

get answer from answer list

Description

checkAnswer()

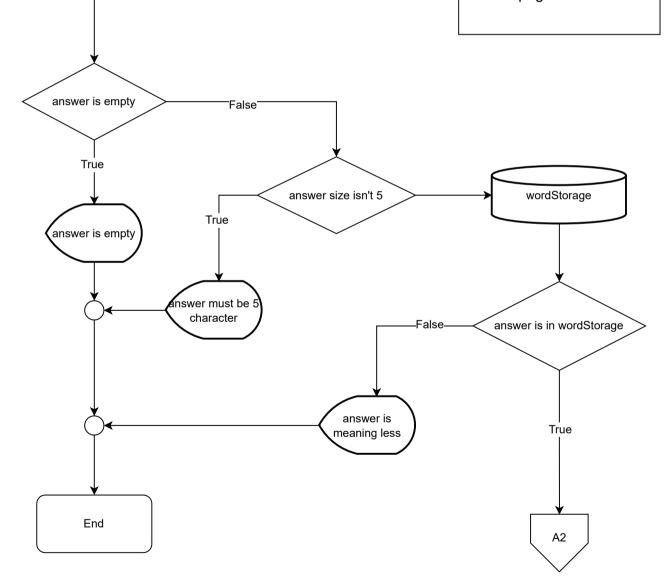
is used to check answer that is correct or not.

In the same time there is some algorithm that change color of square box to, green when same character of target word and answer is in the same spot

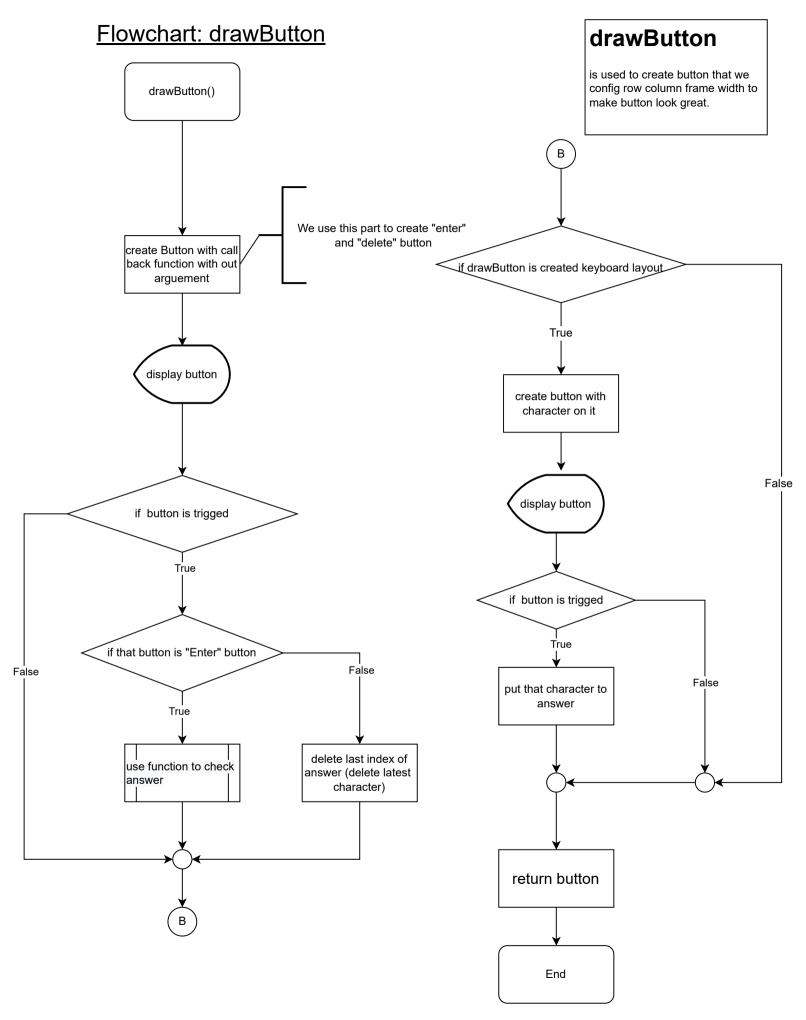
Yellow, when there is some character of answer in the target word but NOT in the same spot.

Last one gray, when there is not character in any index of target word

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Description Flowchart: KeyboardGUI KeyboardGUI is used to create keyboard layout KeyboardGUI graphic **QWERTYUIOP** create List that store **ASDFGHJKL** keyboard layout ZXCVBNM loop every character in keyboard layout loop every key in list index in range drawButton with index out of range character on it button When click, check Answer (we create button with function) create Enter button When click, delete last character of answer. in entry box create Delete button (we create button with function End



Flowchart: checkAnswer() **Description** Α1 checkAnswer() is used to check answer that is correct or not. In the same time there is some store answer algorithm that change color of square in guess list box to, green when same character of target word and answer is in the same spot Yellow, when there is some character this part is for check answer of of answer in the target word but NOT each row. in the same spot. Last one gray, when there is not character in any index of target word loop 6 time out of range page 2 of 3 in range А3 toop every character in out of range answer in range that character of answer and False character are same index if there is character False-True in answer but not the same index change box to green True change box to yellow change box to gray display green display yellow display grey

Flowchart: checkAnswer()

Description



is used to check answer that is correct or not.

In the same time there is some algorithm that change color of square box to, green when same character of target word and answer is in the same spot

Yellow, when there is some character of answer in the target word but NOT in the same spot.

Last one gray, when there is not character in any index of target word

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store history in data such as, time targetWord guess word

