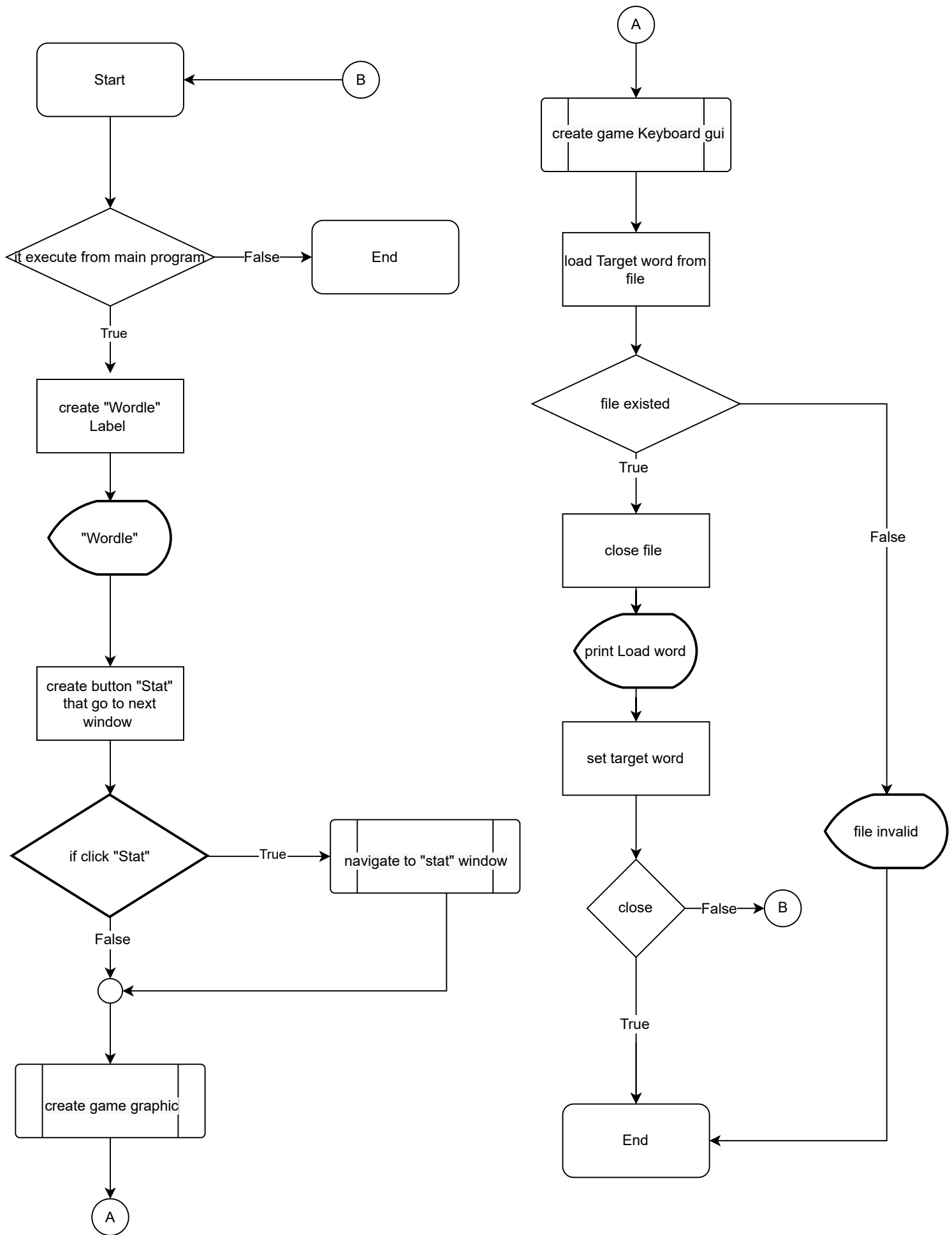
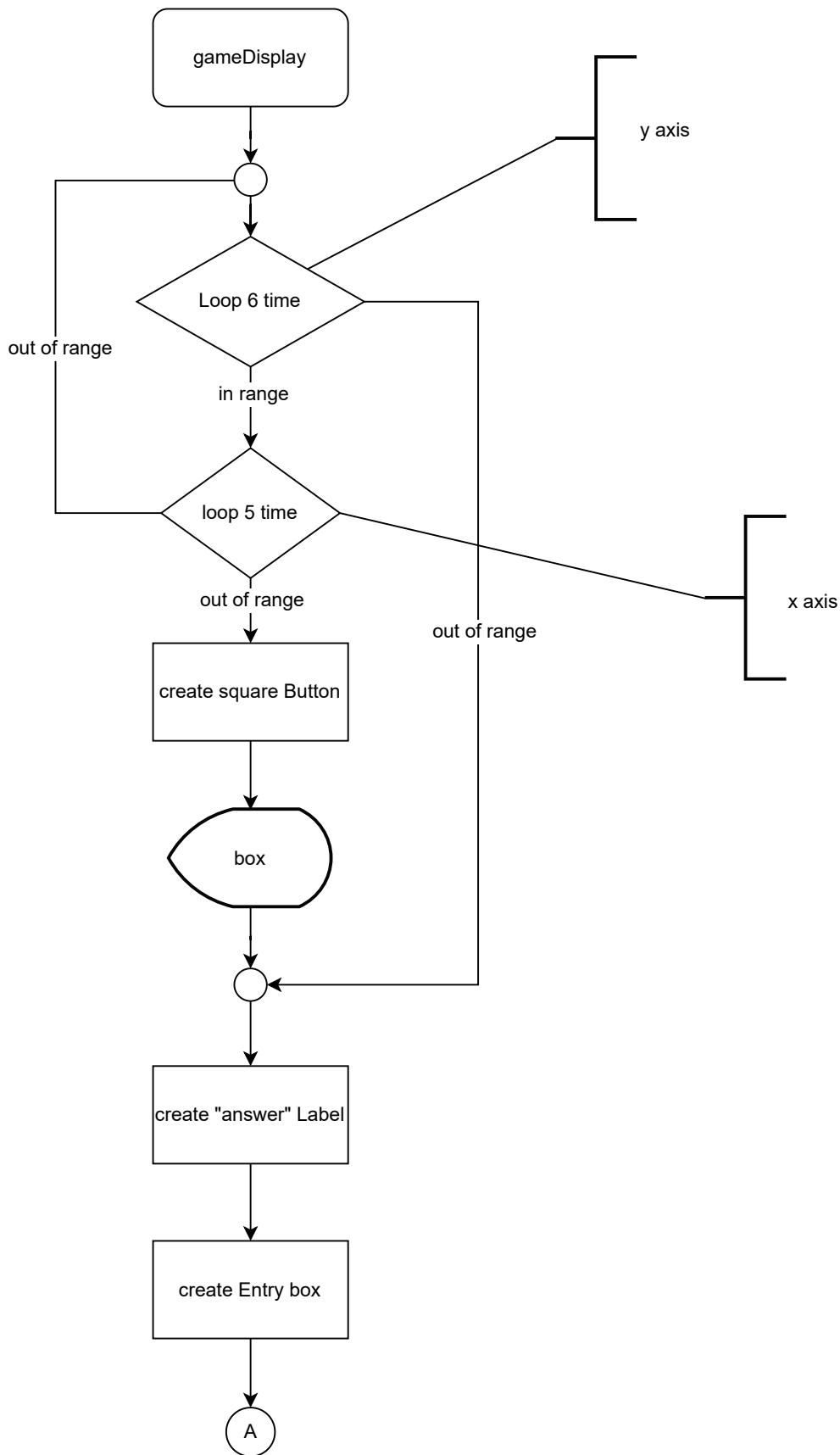


Flowchart: main()



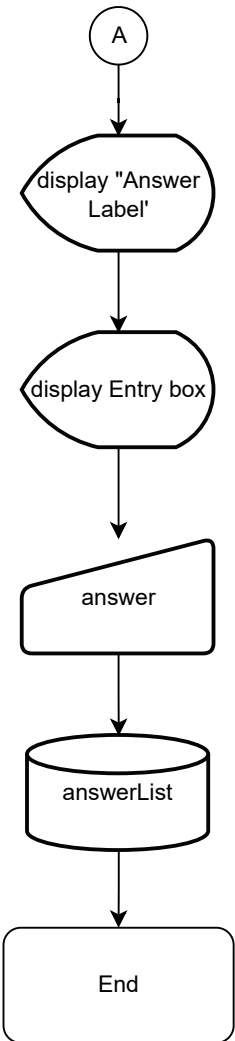
Flowchart: gameDisplay()



Description

gameDisplay()

is used to create graphic box for answer to display.



Flowchart: checkAnswer()

Description

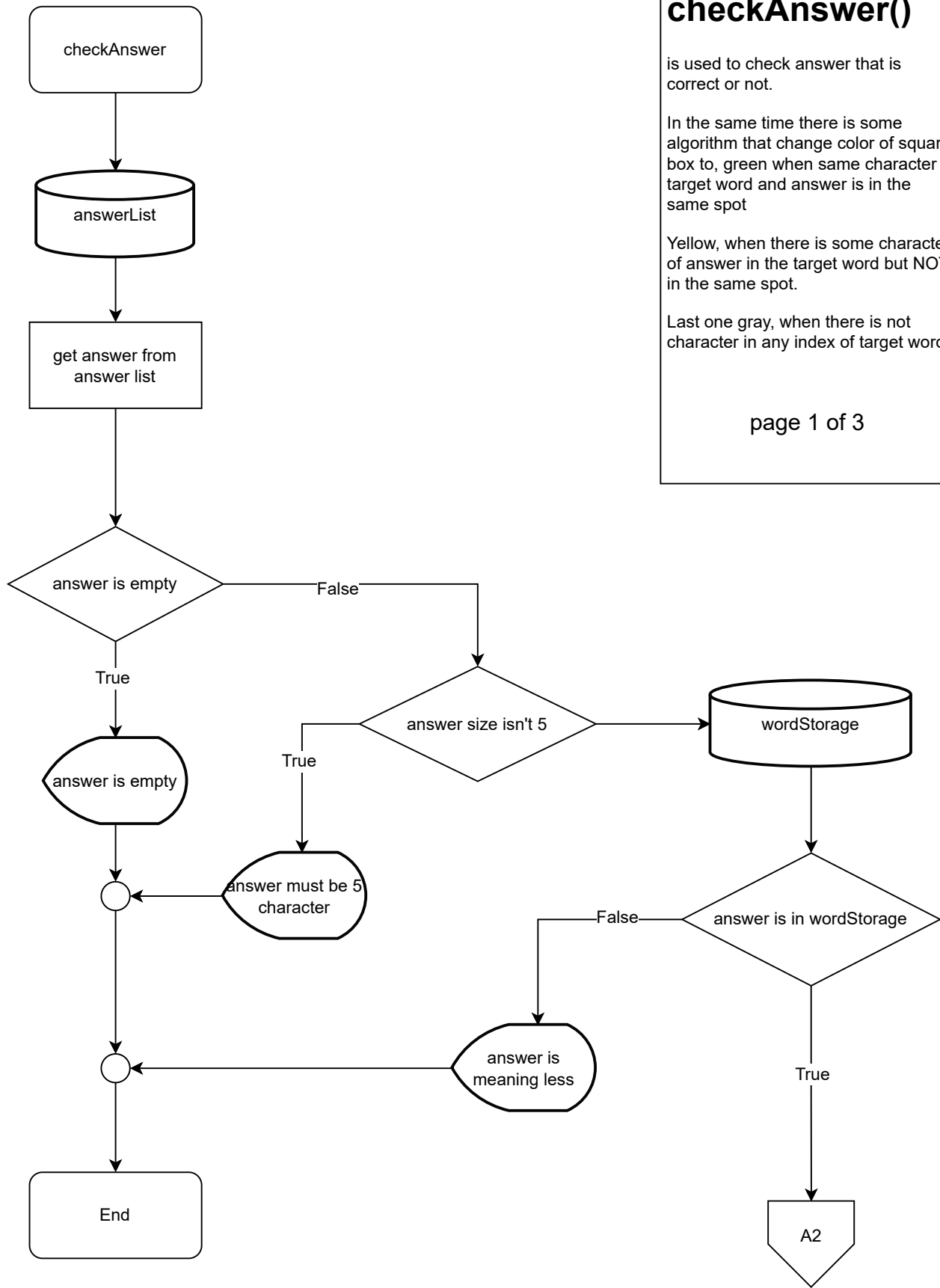
checkAnswer()

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

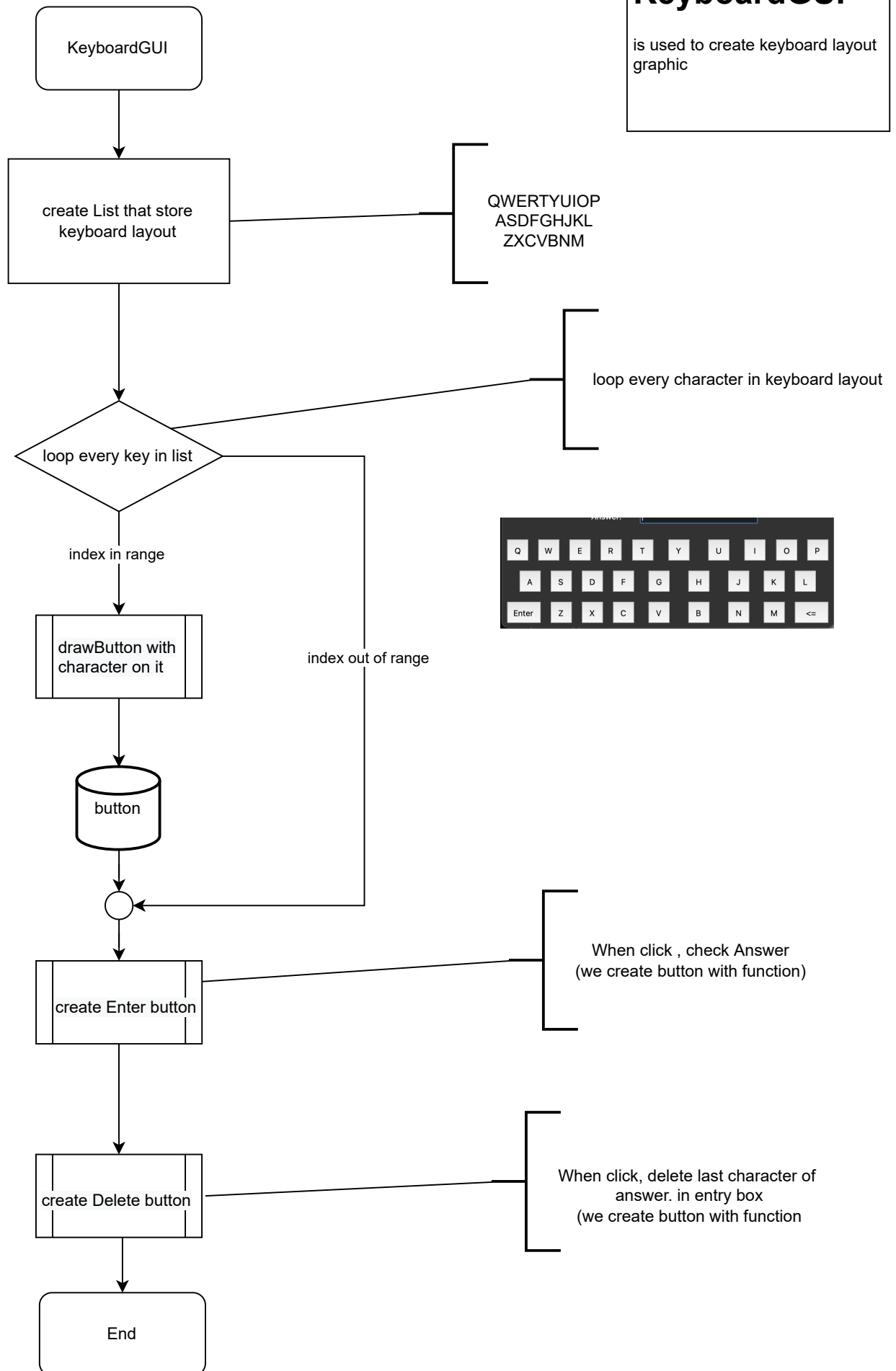


Description

KeyboardGUI

is used to create keyboard layout graphic

Flowchart: KeyboardGUI

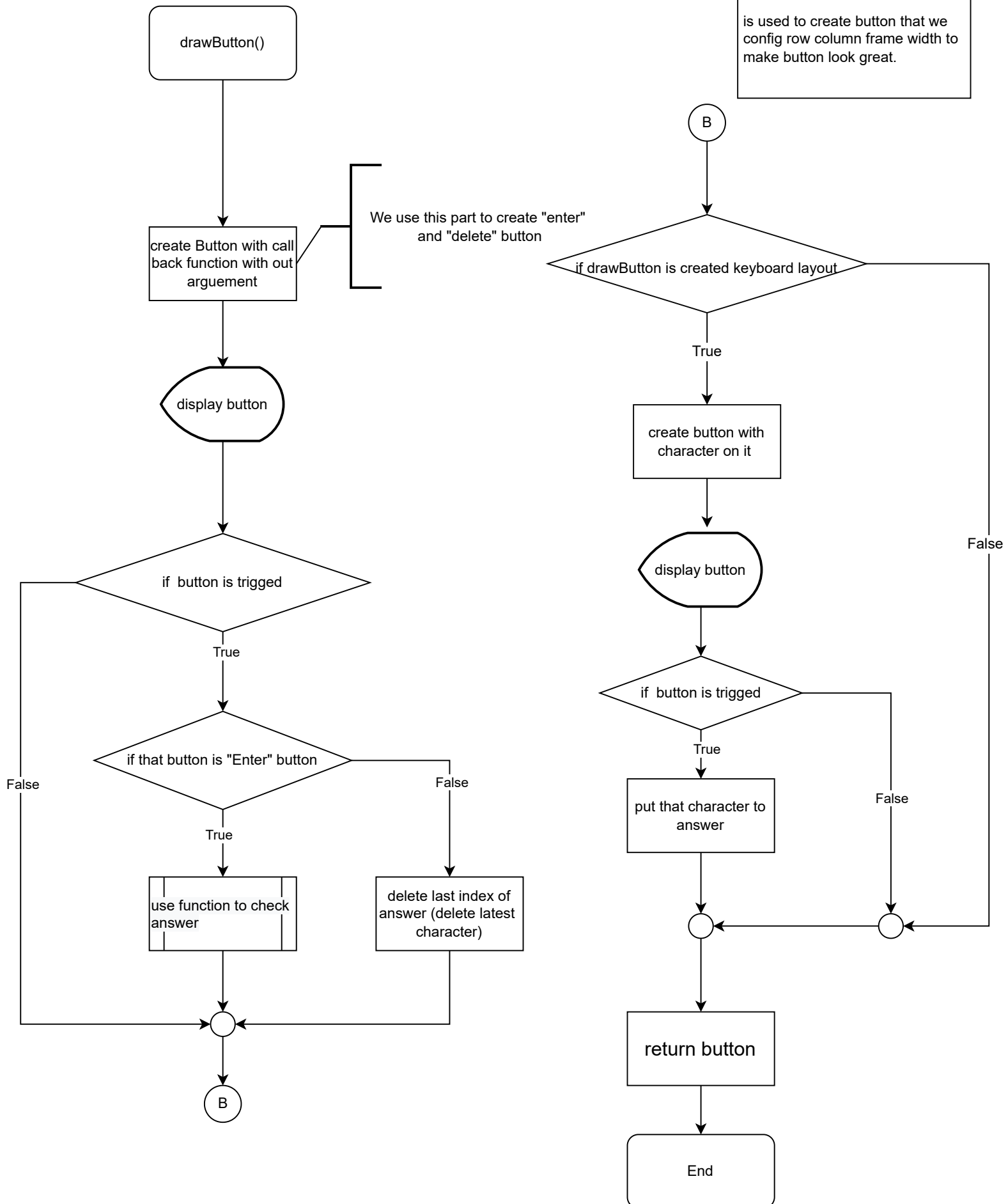


Description

Flowchart: drawButton

drawButton

is used to create button that we config row column frame width to make button look great.



Flowchart: checkAnswer()

Description

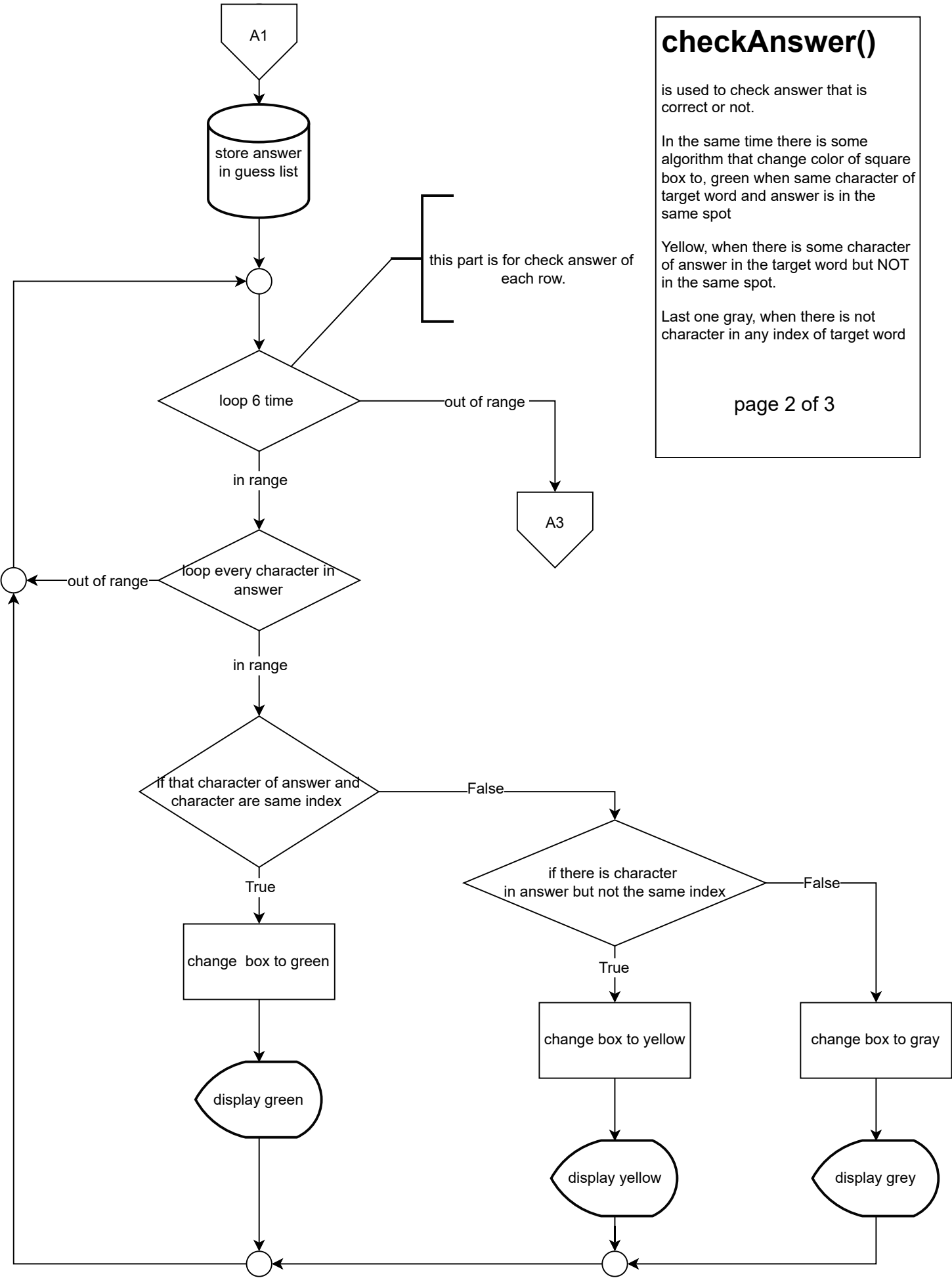
checkAnswer()

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



Flowchart: checkAnswer().

Description

checkAnswer()

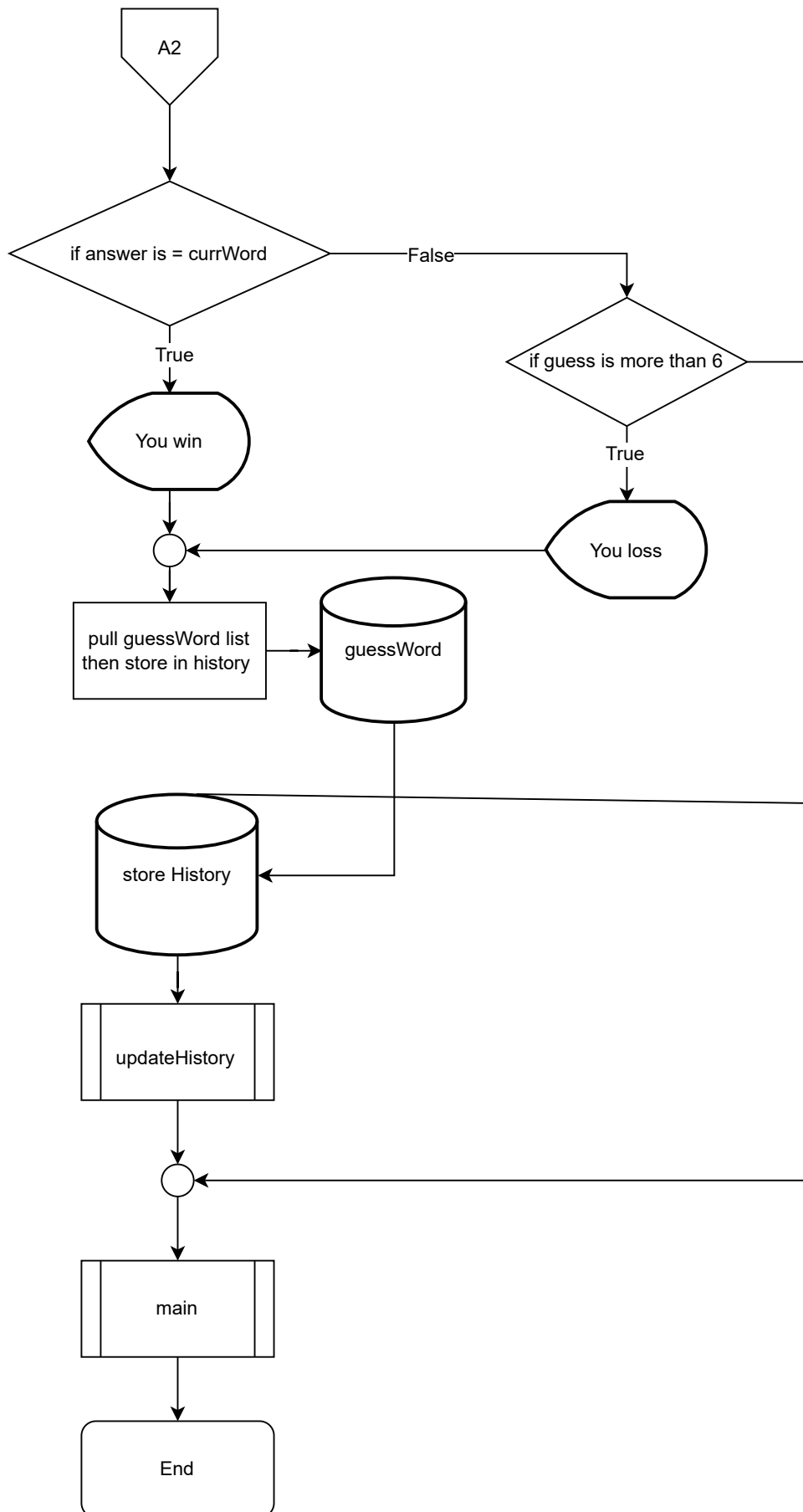
is used to check answer that is correct or not.

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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store history in data such as,
time targetWord guess word