

## The User Guide of WORDLE

The program contains two files:

1. word.txt It holds the 5 letter words used in the game
2. Start.java You need to run this file to start the game

Tips:

1. Guess the WORDLE in six tries.. If you guess correctly in between you win, and the game wins. If you get it wrong six times you lose, the game ends again, but you get the right answer.
2. Each guess must be a valid five-letter word. Only 26 letters and Backspace and Enter will be recognized. The rest of the keys can not be typed.
3. After each guess, the color of the tiles will change to show how close your guess was to the word(see the example below).
4. If you want, you can restart the game by clicking on the Reset button, and at the same time you will be prompted with the correct answer.
5. Challenge your sixth sense!

### Examples



The letter **W** is in the word and in the correct spot.



The letter **I** is in the word but in the wrong spot.



The letter **U** is not in the word in any spot.