

Task Performance

Word Guessing Game Windows Application

Objective:

At the end of the exercise, the students should be able to:

- Perform operations on strings using various methods; and
- Use the *ArrayList* and *StringBuilder* classes.

Materials:

- One (1) personal computer with pre-installed Windows Operating System
- Visual Studio IDE 2015 or higher

Instructions:

1. Create a guessing word game as a Windows application that will perform the following:
 - The user will enter his/her guessed word in a textbox and use the button to check if the word in the textbox matches the word to guess;
 - If the word does not match the word to guess, add the wrong guessed word to a list box, then the user will try to answer again;
 - If the word is correct, reveal the correct answer in the label.
2. The application should include the following controls and their properties:

Control	Properties
One (1) textbox	Font Size -> 14
One (1) button	Back Color -> DarkSeaGreen Flat Style -> Flat Font Size -> 12 Fore Color -> White
One (1) label (This will display the word to guess.)	Font Size -> 12 Font Bold -> True

3. The program should use both **String** class and **StringBuilder** class.
4. Name the project as **WordGuessApplication** and the class or form as **frmGuessWord**.
5. *Figure 1*, *Figure 2*, and *Figure 3* show the example output.

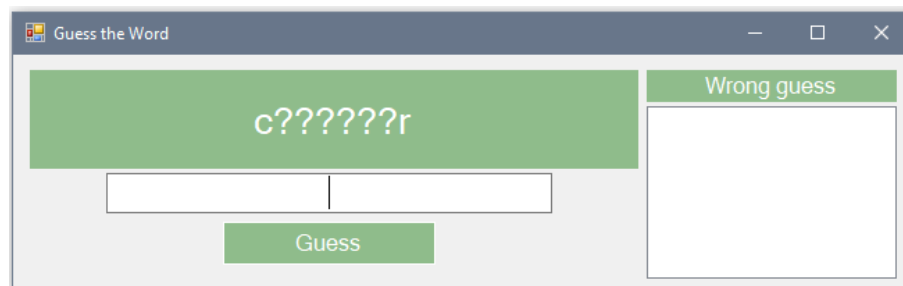


Figure 1. Example output with no answer entered

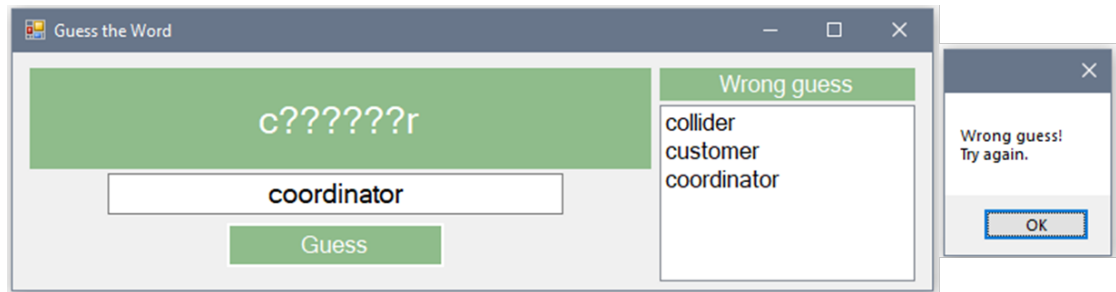


Figure 2. Example input, message box output, and added items to the listbox

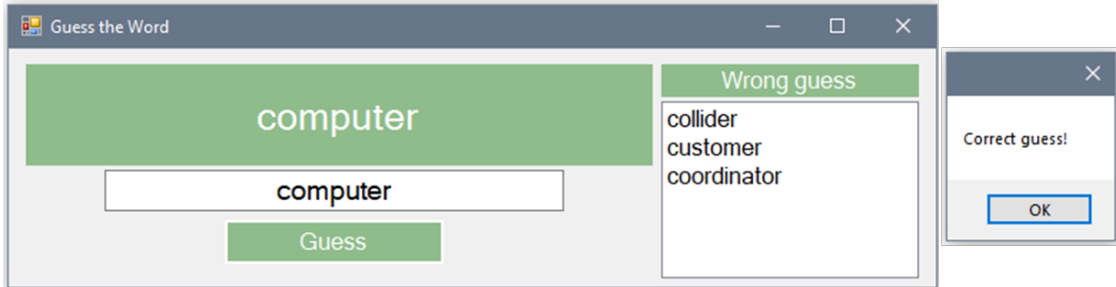


Figure 3. Example input, message box output, and added items to the listbox

GRADING RUBRIC:

CRITERIA	PERFORMANCE INDICATORS	POINTS
Correctness	The code produces the expected result.	30
Logic	The code meets the specifications of the problem.	30
Efficiency	The code is concise without sacrificing correctness and logic.	20
Syntax	The code adheres to the rules of the programming language.	20
Total		100