

Chapter 10 Projects

5. Guessing Game

Create a string guessing game. Start by storing a string in a variable and show the user only dashes for the letters. Also, present a clue. For example, you may have Man's best friend as the clue and three dashes `___` on the screen for the user to guess (of course, our word in this example is Dog). Allow the user to enter one character at a time pressing a Button to submit their guess. If they guess a letter in the string, fill in the letter. If our string is Dog and they guess an "o", then show `_o_` on the Label. Let the user know if they have guessed right or wrong and let them also know when they've completed the word.

Consider using the segment block to redefine your string as you go along from `_ - _ - _`, to `_o - _`, to `d-o - _` and finally `d-o-g` (as an example).

```
initialize global StringToDisplay to "   "
```

```
initialize global SecretString to "dog "
```

```
when ButtonSubmit.Click
do
  set TextBoxGuess.Text to lowercase TextBoxGuess.Text
  if length TextBoxGuess.Text = 1
  then
    if
    then
      initialize local CharToReplace to
      in
      set global StringToDisplay to
      set LabelStringToGuess.Text to get global StringToDisplay
      if
      then
        set LabelStatus.Text to "Right!"
        set TextBoxGuess.Text to " "
      else
    else
  else
```

```
when ButtonSubmit.Click
do
  set TextBoxGuess.Text to lowercase TextBoxGuess.Text
  if length TextBoxGuess.Text = 1
  then
    if contains text get global SecretString piece TextBoxGuess.Text
    then
      ? initialize local CharToReplace to
      in set global StringToDisplay to
      set LabelStringToGuess.Text to get global StringToDisplay
      if
      then
        set LabelStatus.Text to "Right!"
        set TextBoxGuess.Text to " "
      else
        set LabelStatus.Text to "You Gussed the Word!"
        set TextBoxGuess.Text to " "
      else
        set LabelStatus.Text to "Wrong"
        set TextBoxGuess.Text to " "
    else
      set LabelStatus.Text to "Submit 1 Character Please."
      set TextBoxGuess.Text to " "
```

```
when ButtonSubmit .Click
do
  set TextBoxGuess . Text to lowercase TextBoxGuess . Text
  if length TextBoxGuess . Text = 1
  then
    if contains text get global SecretString
    piece TextBoxGuess . Text
    then
      initialize local CharToReplace to starts at text get global SecretString
      piece TextBoxGuess . Text
      in set global StringToDisplay to
      join
        segment text get global StringToDisplay
        start 1
        length get CharToReplace - 1
        TextBoxGuess . Text
        segment text get global StringToDisplay
        start get CharToReplace + 1
        length length get global StringToDisplay - get CharToReplace
      set LabelStringToGuess . Text to get global StringToDisplay
      if contains text get global StringToDisplay
      piece " "
      then
        set LabelStatus . Text to " Right! "
        set TextBoxGuess . Text to " "
      else
        set LabelStatus . Text to " You Gussed the Word! "
        set TextBoxGuess . Text to " "
    else
      set LabelStatus . Text to " Wrong "
      set TextBoxGuess . Text to " "
  else
    set LabelStatus . Text to " Submit 1 Character Please. "
    set TextBoxGuess . Text to " "
```

```
when ButtonStartOver .Click
do
  set global StringToDisplay to " "
  set LabelStringToGuess . Text to get global StringToDisplay
  set LabelStatus . Text to " "
  set TextBoxGuess . Text to " "
```