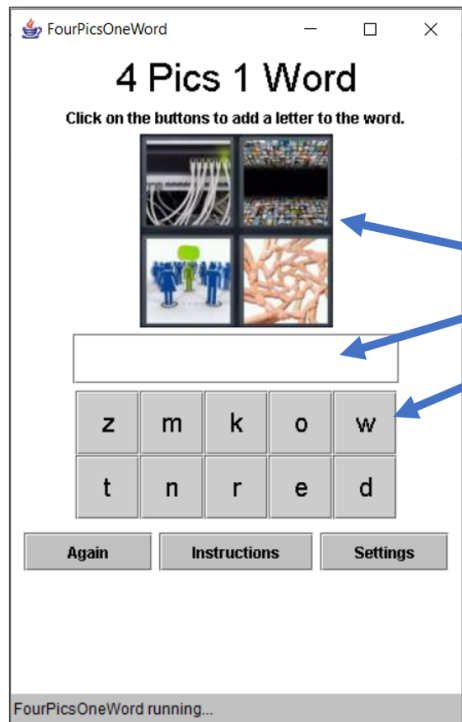


Setting Up the Screen, using the Word class (4Pic1Word)

Verify the names of the global variables.



Global variables needed for the Game Screen.

Widgets for the screen

```
//Game screen
JLabel image;
JTextField guess;
JButton a[] = new JButton [10];
String guessSoFar = "";
Word secret = new Word ();
String clue = secret.getClue ();
```

Tracking variables

Then, inside the screen's set up code, adjust these sections of the array.

```
ins.setBackground (titleColor);
image = new JLabel (createImageIcon (secret.getWord () + ".jpg"));
//Set up grid
Panel p2 = new Panel (new GridLayout (2, 5));
for (int i = 0 ; i < a.length ; i++)
{
    a [i] = new JButton (clue.charAt (i) + "");
    a [i].setFont (new Font ("Arial", Font.PLAIN, 20));
    a [i].setPreferredSize (new Dimension (50, 50));
    a [i].addActionListener (this);
    a [i].setActionCommand (" " + i);
    p2.add (a [i]);
}
```

Make sure that the code runs at this point. **Do NOT go further** until your code runs.