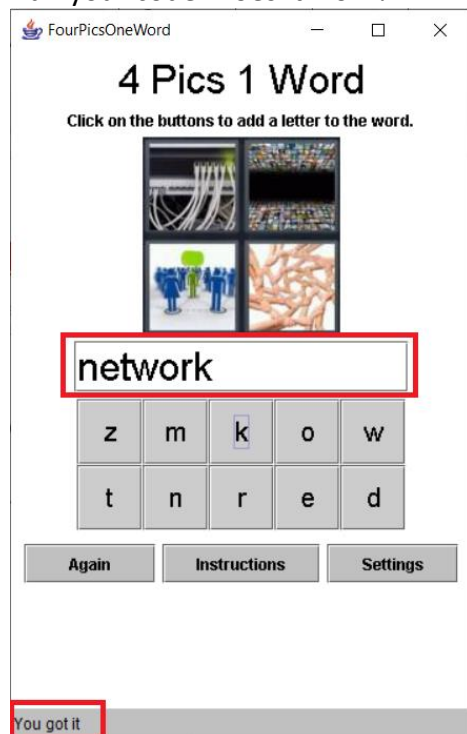


Basic Game Play (4Pic1Word)

Add this code to the final if in ActionPerformed:

```
//TO DO: Fill this comment in
else
{
    //find the button pressed
    int n = Integer.parseInt (e.getActionCommand ());
    //add the corresponding letter to the guess
    guessSoFar += clue.charAt (n);
    //print the guess out
    guess.setText (guessSoFar);
    //check for a win
    if (guessSoFar.equals (secret.getWord ()))
    {
        showStatus ("You got it");
    }
}
}
```

Run your code. Does it work?



Some good extensions:

- Add a backspace button to remove the final character (this can count as a char function!)
- Make the buttons grey out if they clicked. You will need to `setEnabled(false)` for the button.
- When the word is as long as the answer (7 letters for all of mine), if they didn't win, check and see if the word is spelled correctly. Tell the user if they misspelled it. (this can count as dictionary + search)
- Add a delete button to clear the text field and let them start again.