

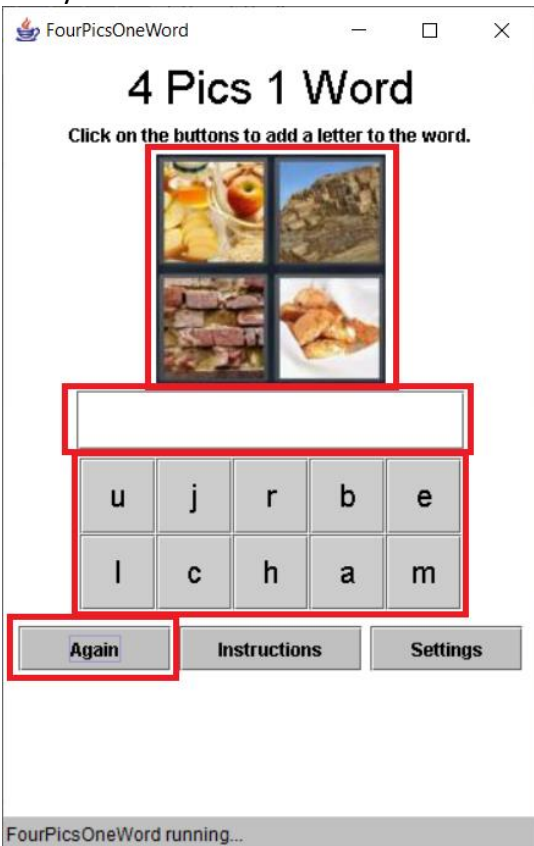
Reset (4Pic1Word)

Add this code to the reset if in ActionPerformed:

* The reset if is already there. Just add inside it.

```
//TO DO: Fill this comment in
else if (e.getActionCommand ().equals ("reset"))
{ //TextField + guessSoFar(tracker) reset
  guess.setText ("");
  guessSoFar = "";
  //Picture + secret (tracker) reset
  secret.getNewWord ();
  image.setIcon (createImageIcon (secret.getWord () + ".jpg"));
  //Clue grid + clue (tracker) reset
  clue = secret.getClue ();
  for (int i = 0 ; i < a.length ; i++)
  {
    a [i].setText (clue.charAt (i) + "");
  }
}
```

Run your code. Does it work?



Some good extensions:

- Keep score. What is the average number of letters they need to press to get the right answer? Give them points based on how many letters they press.
- Keep score over multiple games. What is the average number of letters needed?
- Save their score to a file. Open it when they play again (this counts for File Read and Write).
- Add a lot of pictures and answers to the word file to make sure it is fun to play.
- Add a hint button. You may choose to grey out letters that aren't needed. You may choose to add a longer hint (starts with the letters "cr", for example). A longer hint would require editing the Word Class. It would add marks to the Object and to the String functions. Using a hint could decrease the score.
- Add a "skip" button if your user is stuck.