

Setting Up the Screen, using the Word class (Wordle)

Verify the names of the global variables. Add variables that are missing.



```
//Game screen's grid
int row = 6;
int col = 5;
int currentRow = 0;
Word secret = new Word ();
JTextField a[] = new JTextField [row * col];
String array[] = new String [370105]; //dictionary
```

Add the check button too.

```
JButton check = new JButton ("Check Current Guess");
check.setActionCommand ("check");
check.addActionListener (this);
check.setPreferredSize (new Dimension (250, 30));
check.setBackground (buttonColour);
check.setForeground (buttonText);
```

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

```
Panel grid = new Panel (new GridLayout (row, col));
int m = 0;
for (int i = 0 ; i < row ; i++)
{
    for (int j = 0 ; j < col ; j++)
    {
        a [m] = new JTextField (2);
        a [m].setFont (new Font ("Arial", Font.PLAIN, 35));
        a [m].setHorizontalAlignment (0);
        a [m].setPreferredSize (new Dimension (60, 60));
        grid.add (a [m]);
        m++;
    }
}
```

Make sure that the code runs at this point.

Do NOT go further until your code runs.