

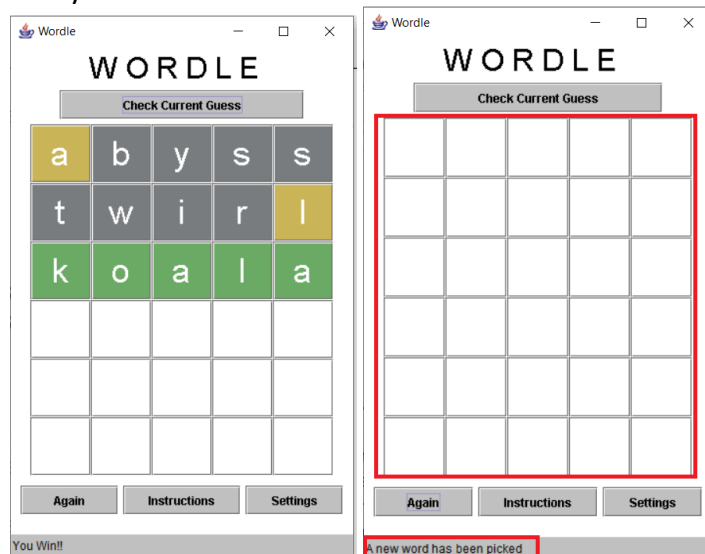
Reset (Wordle)

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"))
{
    //reset grid so can type again
    for (int m = 0 ; m < a.length ; m++)
    {
        a [m].setText ("");
        a [m].setBackground (Color.white);
        a [m].setForeground (Color.black);
    }
    currentRow = 0;
    //choose new word
    secret.getNewWord ();
    showStatus ("A new word has been picked");
}
```

Run your code. Does it work?



Some good extensions:

- Keep score. Give them points based on correct letters and more if in the correct position.
- Keep score over multiple games.
- Save their score to a file. Open it when they play again (this counts for File Read and Write).
- Add a lot of answers to the word file to make sure it is fun to play.
- Add a dictionary to check if the entered work is a valid word
- Add a hint button. (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.