

Component C. Personalized Project Reference.

Procedure:

i.

```
function reset(startScreen) {
  row = 0;
  for (var i = 0; i < 30; i++) {
    setText("letter" + i, "");
    setProperty("letter" + i, "background-color", "white");
  }
  var index = randomNumber(0, row1.length - 1);
  var words = [(row1[index]), (row2[index]), (row3[index]), (row4[index])];
  var randomWord = words[randomNumber(0, words.length - 1)];
  lives = 6;
  answer = randomWord.toLowerCase();
  remainingHints = [0, 1, 2, 3, 4];
  hideElement("neutral");
  hideElement("straightArm");
  hideElement("sad");
  hideElement("xeye1");
  hideElement("xeye2");
  hideElement("thumbsUp");
  showElement("happy");
  showElement("rightArm");
  setScreen(startScreen);
}
```

ii.

```
onEvent("playAgain", "click", function() {
  reset("screen1");
});
onEvent("playAgain2", "click", function() {
  reset("screen1");
});
```

List:

i.

```
var row1 = getColumn(▼ "5 letter words", ▼ "Row 1");  
var row2 = getColumn(▼ "5 letter words", ▼ "Row 2");  
var row3 = getColumn(▼ "5 letter words", ▼ "Row 3");  
var row4 = getColumn(▼ "5 letter words", ▼ "Row 4");
```

ii.

```
var index = randomNumber(0, row1.length - 1);  
  
var words = [ (row1[index]), (row2[index]), (row3[index]), (row4[index]) ];  
  
var randomWord = words[ (randomNumber(0, words.length - 1)) ];
```