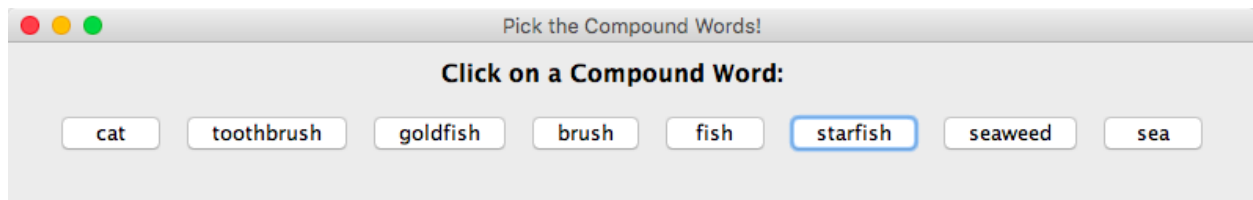


## Project 1 - Milestone 3

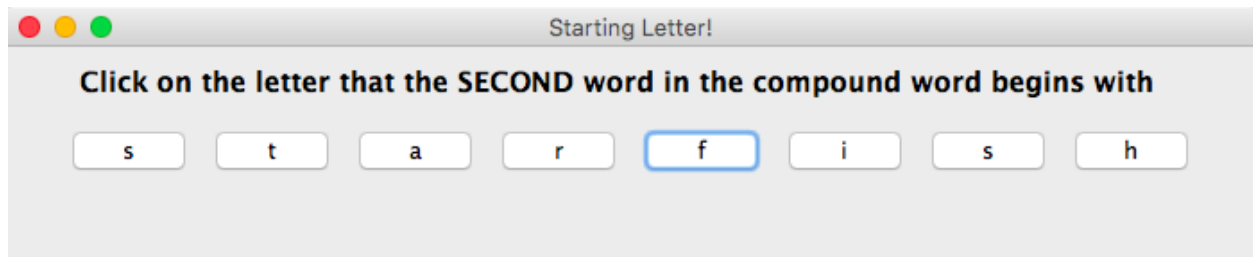
### Compound Words Project

Just as in Milestones 1 and 2 your program will be used to help kids learn and practice compound words. In this milestone you will be creating a graphical user interface (GUI) for the user to interact with. Use your array of Words and create an array of buttons for the user to click on.



If the user chooses a word that is not a compound word, a pop up message should appear telling the user that the word is not a compound word. You can use the following line of code to create a pop up window: `JOptionPane.showMessageDialog(null, "String of text you want the user to see", "Title of the Window", JOptionPane.PLAIN_MESSAGE);`

If the user, correctly, chooses a compound word bring up another window (since this isn't a pop up message it will require you to create a second class that will be called from the first class) in which each letter in the compound word is its own button and ask the user to correctly identify the starting letter of the compound word.



Based on the user's letter selection, create a pop up message telling the user that they selected the correct letter or the incorrect letter as the start of the second word.

This Milestone should help you practice GUIs, buttons, ActionListeners, and arrays.

**Rubric:**

- 3 point - Words Window
- 1 point - Non-compound word Pop Up
- 3 points - Letters Window
- 1 point - Correct Letter Pop Up
- 1 point - Incorrect Letter Pop Up
- 1 point - Descriptive Variable Names
  
- 6 points - Does not Compile
- 1 point - Lack of header comments or insufficient inline comments