**Question 1**

The menu currently provides the user with three choices (1, 2, and 5).

**What you need to do**

Make the following amendments to the **Skeleton Program**.

* Add another choice to the menu: "3. USER – Make a complete word/phrase guess"
* Add a new procedure/function InputUsersCompletePhraseGuess Code this procedure/function as a stub, which only displays the message:
* "Procedure InputUsersCompletePhraseGuess has been called"
* Add the code to call this procedure when menu choice 3 is selected.
* Test that the program displays the correct message when menu choice 3 is selected.

**Evidence that you need to provide**

*Include in your Electronic Answer Document:*

1. Your amended PROGRAM SOURCE CODE for procedure/function Display Menu. *(2 marks)*
2. Your PROGRAM SOURCE CODE for the function InputUsersCompletePhraseGuess. *(3 marks)*
3. The PROGRAM SOURCE CODE STATEMENT(S) that you have written to call the function InputUsersCompletePhraseGuess. *(2 marks)*
4. A SCREEN CAPTURE of the test showing that the procedure is called when menu choice 3 is selected. *(2 marks)*

**Question 2**

You are required to change the solution. The phrase will not only be set by the setter.

Instead it will be selected at random and read from a stored file of phrases

MyPhrases.txt. This file has one phrase per line, some of which are single words.

The file MyPhrases.txt is accessible from your account.

What you need to do

Add code to the Skeleton Program to implement the tasks numbered 1 to 3 which follow.

Task 1 Provide a new menu choice: "4. Set phrase from file" and add the necessary link to Main(). This will be used to run the new code created for the tasks 2 and 3.

Task 2 A function SelectRandomPhrase.

The function must use the array returned by the function GetPhrasesFromFile() Select a random phrase from the array and return that phrase.

Write code which calls the function SelectRandomPhrase, when menu choice 3 is selected and displays the phrase selected.

Task 3 Add code to Main() which will allow the player to ‘guess’ the word generated from the random phrase selected in task 2

**Evidence that you need to provide**

*Include in your Electronic Answer Document:*

1. PROGRAM SOURCE CODE for the procedure/function SelectRandomPhrase. (7 marks)
2. A SCREEN CAPTURE for one test run of the program showing the randomly selected phrase (1 mark)
3. PROGRAM SOURCE CODE for running menu choice 4 (7 marks)
4. A Screen capture of the game being played with the randomly selected phrase. (1 mark)