

analysing and solving problems

by Nazma Begum

Submission date: 18-Jul-2023 09:33PM (UTC+0100)

Submission ID: 210383991

File name: 40421_Nazma_Begum_analysing_and_solving_problems_503743_1164744676.docx (38.21K)

Word count: 2028

Character count: 9838

ANALYSING AND SOLVING PROBLEMS

CertHE COMPUTING SKILLS FOR THE WORK PLACE

ANALYSING AND SOLVING PROBLEMS

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DR ALIYU SAMBO

MONDAY 25TH JULY 2023

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INTRODUCTION

This assignment is based on scrabblegame,I will be explaining how scrabble is played by how many players etc. –

-Features list for a computer

-based solution for scrabble:

-Explain which computer version is good for scrabble.

-I need to choose 3 “ must haves” for computer version of scrabble.

-identify and describe of variables

-scrabble flow chart ,include 2 screen shots of the flow chart one with 2 sub processor and one without.

Then final conclusion of the assignment , will include references.

TASK 1

HOW TO PLAY SCRABBLE GAME

Set up the game: Scrabble is usually played by two to four people. Every participant begins with a rack of seven letter tiles. Distribute the letter tiles to each player and place the game board in the centre of the table.

Determine who goes first: You can choose to start with the youngest player or by selecting tiles from the tile bag, with the person who pulls the letter closest to "A" going first.

Begin the game by typing: ³ The first player uses any combination of their tiles to make a word on the board. The word must be connected to an existing word on the board (vertically or horizontally) and put in such a way that is visible

Points: Each

letter tile has a different point value. The sum of the letter values in the word generated by the player gets the player points. Furthermore, certain squares on the board have the ability to double or treble the value of individual letters or whole words.

After completing a word, the player must replenish their rack by pulling tiles from the tile bag until they have seven tiles again.

Continue the game: The game is played clockwise. Every turn, players must use at least one of their tiles to make a new word or extend an existing one on the board. All new words must be terms that can be found in a normal dictionary. Players can link existing words on the board by forming words vertically or horizontally.

Keep score: As the game goes, each player's score is collected. After each round, update the scores to account for any benefits from special squares on the board.

Instead of playing a word, a player might exchange one or more of their tiles with an equal number from the tile bag. This action concludes their turn, and they receive no points for that round

End the game when all of the tiles have been utilised and no more words can be constructed, or when no player can make a legitimate move. The game is over at this moment, and the players' scores are calculated.

Determine the winner: The winner is the player with the highest score at the end of the game. If there is a tie, the player with the fewest tiles left in their rack wins. If the score remains tied, the game is declared a tie.

ABSTRACT

Digital revolution has had a profound influence on many sectors, including the world of board games. Scrabble, a popular word game, has also experienced digital alterations to keep up with the times. Here are some examples of how digital change has affected Scrabble:

Scrabble includes mobile versions for smartphones and tablets, letting players to enjoy the game on the move. These programmes frequently include features like as solo play versus AI opponents, online multiplayer with friends or strangers, and even virtual tournaments.

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Online Multiplayer: As a result of digital transformation, gamers may now compete against one another remotely via online multiplayer modes. Players may interact with friends or random opponents from across the world, reducing the requirement for physical presence and growing the player population.

Artificial Intelligence (AI) Competitors: Players can confront AI opponents on several digital Scrabble sites. Players may hone their abilities and advance them at their own speed by practising against these AI opponents, who might present varied degrees of challenge.

Word-finding aids: Word-finding aids are frequently offered by digital Scrabble platforms, which can either suggest strong terms or help players locate the best moves. Players who desire to broaden their vocabulary or sharpen their strategic thinking may find these resources useful.

Digital Scrabble platforms frequently combine with social media. **Online Multiplayer:** Thanks to technological advancement, gamers may now compete against one another virtually in online multiplayer scenarios. There is no requirement for physical presence, and the player base is increased since players may connect with friends or random opponents from all around the world.

social networking networks that allow users to post their accomplishments, ask others to play, or take part in online Scrabble groups. Even while playing remotely, this connection improves the game's social component.

Online Scrabble Clubs and Tournaments: The development of online Scrabble clubs and tournaments has been fostered by digital change. Without being restricted by geography, players may join communities, take part in activities, and compete for rankings and rewards.

Accessibility and Convenience: Digital Scrabble has improved the game's accessibility for a larger audience. People

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KEY FEATURES OS SCRABBLE

GAME SET UP

To set up a digital version of Scrabble, you have a few options depending on the platform you prefer. Here are three popular methods:

Depending on the platform you select, you have a few alternatives for setting up a digital Scrabble game. Three well-liked techniques are listed below:

Apps for mobile devices

Android users may search for "Scrabble" on the Google Play Store and select from a variety of Scrabble apps, including "Scrabble GO" and "Classic Words Solo."

iOS: Look up "Scrabble" on the App Store and choose one of the Scrabble apps made for iPhones and iPads, such as "Words With Friends 2" or "EA Scrabble."

Online Platforms

Pogo.com: Pogo is a well-known website that provides an online Scrabble game. You may make an account and play with friends or take part in open games.

Scrabble Go (Scrabble.com) Scrabble Go is the official Scrabble website where you may register an account,

A turn in Scrabble is made up of the following steps:

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pull Tiles: To refresh your rack, you pull tiles from the tile bag at the start of your round. You draw seven tiles in a regular game.

Word Formation: You must create a word using the tiles on your rack and the tiles currently on the board. You may connect your tiles to existing words on the board by placing them horizontally or vertically. The new word must be built by linking your tiles or by adding letters to an existing word.

Calculate Points: Each tile has a point value associated with it, and you score points based on the letters you utilised in your word. Furthermore, certain board squares (such as

In Scrabble, a turn consists of the following steps:

¹ (such as double letter score, triple letter score, double word score, and triple word score) can increase the points for individual letters or the entire word. Total your score for the turn.

trade Tiles (Optional): If you don't have a nice play on your turn, you can choose to trade some or all of your tiles for new ones. However, this concludes your turn without earning any points.

In Scrabble, a turn consists of the following steps:

¹ (such as double letter score, triple letter score, double word score, and triple word score) can increase the points for individual letters or the entire word. Total your score for the turn.

trade Tiles (Optional): If you don't have a nice play on your turn, you can choose to trade some or all of your tiles for new ones. However, this concludes your turn without earning any points.

End Turn: After calculating your score and trading tiles (if required), your turn is over. It's then the turn of the following participant to play.

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It's crucial to note that these procedures can be modified based on house rules or individual game modifications, but the overall pattern stays the same.

(such as ¹double letter score, triple letter score, double word score, and triple word score) can boost the scores for specific letters or the full word. The same with Scrabble, a turn consists of the following steps:

(such as ¹double letter score, triple letter score, double word score, and triple word score) can boost the scores for specific letters or the full word. Add up your score for the turn.

trade Tiles (Optional): If you don't have a good play on your turn, you can choose to trade any or all of your tiles for new ones. However, this ends your turn without collecting any points.

End turn: After calculating your score and swapping tiles (if applicable),

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FLOWCHART

Start

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v

Set up game board

|

v

Shuffle and distribute tiles

|

v

Player's turn

|

v

Select word to play

|

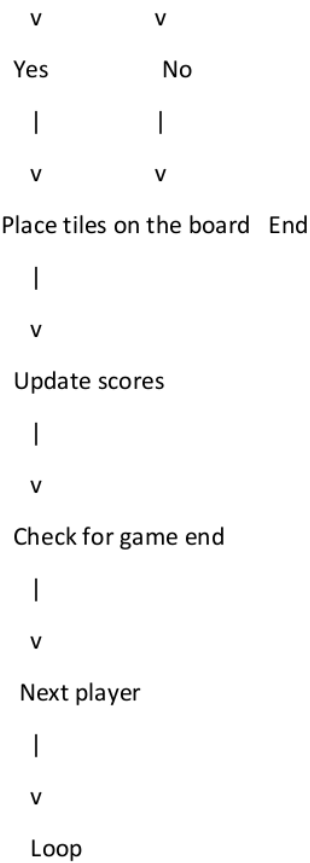
v

Is word formation valid?

check dictionary

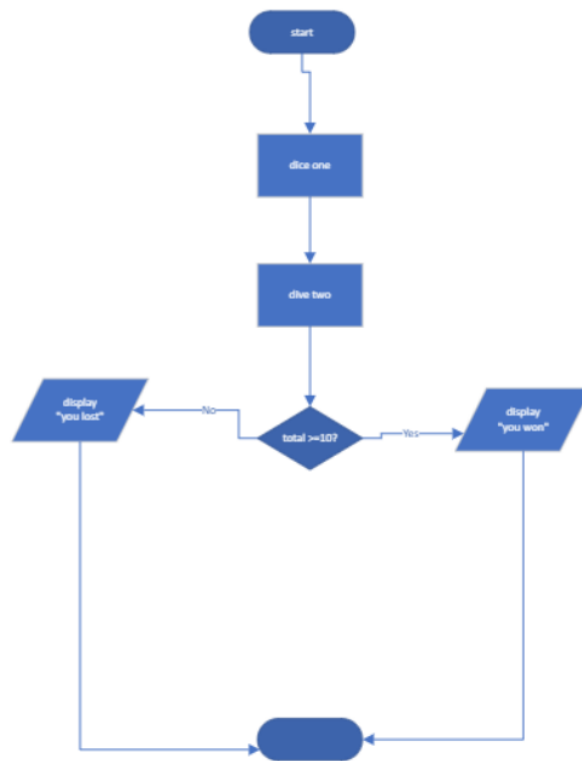
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This flowchart outlines the main steps in a Scrabble game. Players start by setting up the game board and shuffling the tiles. Then, they take turns forming words and placing tiles on the board. After each turn, the word formation is checked to see if it's valid according to the dictionary. If the word is valid, the tiles are placed on the board, scores are updated, and the game checks for the end condition. If the word is not valid, the game ends. The flowchart loops back to the next player's turn until the game ends.

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MUST HAVE RULES IN SCRABBLE

Some terms from a recognised word list (such as the official Scrabble dictionary) are permitted. Before beginning the game, players should agree on which dictionary to use.

Players take turns forming words on the game board, beginning with a created centre square. A random selection procedure, such as drawing tiles, is used to decide the first participant.

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2 Tile Layout: When arranging tiles on the board, they must form a continuous line, either horizontally or vertically. Each new word must relate to an existing word on the board, either directly or indirectly. either by expanding a word or utilising a letter already on the board.

Tile Orientation: Tiles must be arranged in such a way that they create valid words both horizontally and vertically. This means that each letter should contribute to the construction of a legitimate word in both directions.

Players can trade part or all of their tiles throughout their turn. This is done by returning the undesirable tiles to the tile bag and drawing the equal amount of tiles from it. This, however, may only be done if no tiles are placed on the board during that turn.

Challenging: If a player believes that a word played by their opponent is invalid, they can dispute it. The challenged word is tested against the agreed-upon word list. If the word is discovered to be invalid, the player who played it forfeits their turn.

Scorekeeping: Each letter in the word generated on the board is assigned a point value. Players maintain score by adding up the points from the letters they play. The score is computed based on the premium squares (such as double or triple letter/word scores) that the word intersects.

Bonus Points: Special premium squares on the board that can double or treble the score of a letter or word placed on them. When a tile is put on one of these squares, the relevant bonus is applied. If many bonuses overlap, their effects double.

End Game: The game is over when one person has used all of their tiles.

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CONCLUSION

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