

PREPARING A MASTER WORD LIST AND TURNING TEXT INTO A LIST

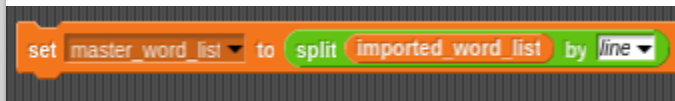
1. Create a global variable named "*imported_word_list*"
2. Download and save http://www.mieliestronk.com/corncob_lowercase.txt as a text file on your computer.
3. **Click** the checkbox on the "*imported words*" variable so that it is visible on the stage.
4. Right click on the variable "*imported_word_list*" that is displayed on the stage. Notice that the 'import...' command is present (if you click on the stage, you won't see import. Be sure to click on the variable display itself)
5. Select "*import*"
6. Choose your word list that you downloaded and saved in step #2 and you'll see something like THIS appear:



7. Unfortunately, the "*imported_word_list*" LOOKS like a whole list of words....it isn't. It's really a massive file that SNAP thinks is just one big batch of text. Our next step is to turn that big ol' mass of text into individual words. Before we do that, we'll need to create a NEW variable to hold that massive list of individual words. Let's do that now by creating a new global variable named "*master_word_list*"

8. Now we'll use the "split" command in SNAP to take each line of text in the "*imported_word_list*" and put that line into a new cell in our "*master_word_list*".

HINT: Make sure the master_word_list global variable is currently visible on the stage before you continue



9. Build that block (above in #8) as shown and then click on it to execute the command that turns that massive block of misbehaving text into a well-behaved list of 58,000 or so words (notice how the list APPEARANCES are different):

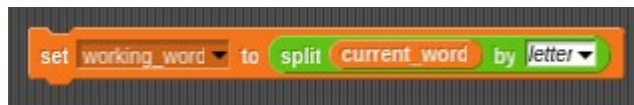


YIKES.... So just when you think we're done.... Guess what? We ain't!!

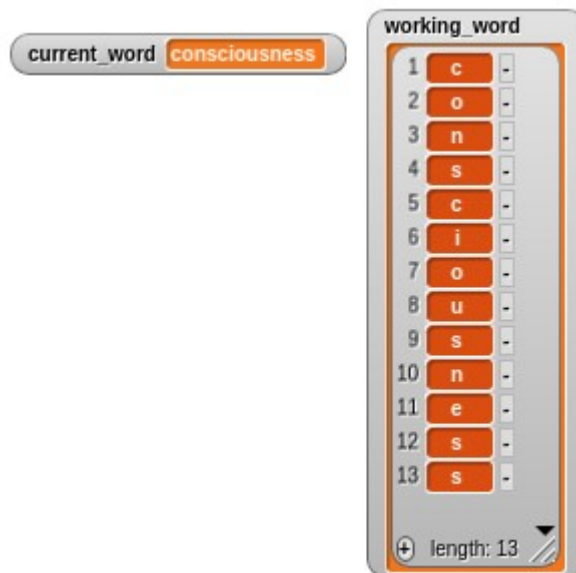
Recall that this whole unit revolves around lists.

A word doesn't help us so much, however a word as a LIST will be MOST welcome. That means we have to use the split command (again) thusly:

1. Use the random command to grab a random (1 to length of list) word from the master word list.
2. Create a new variable to hold that word and name it "**current_word**"
3. Now let's create a new variable named "**working_word**" to hold the letters of current_word as a list
4. Now we'll split "**current_word**" which is currently just text into a list in "**working_word**" thusly:



My random word selected was "consciousness." After running the "split" command above, it split that text into a list as shown below:



Only create a MASTER WORD LIST once by hand. Then forget about it.

HOWEVER, you'll need to grab a new random word and turn it into a list every time your player starts a new game (hint hint hint-- put all that in a function)