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window.onload = init;

var frequencyTable = new Array("a", "a", "a", "a", "a", "a", "a", "a", "b", "c", "c", "c",
"d", "d", "d",
    "e", "e", "e", "e", "e", "e", "e", "e", "e", "e", "e", "e", "e", "e", "f", "f", "g", "g",
"h",
    "h", "h", "h", "h", "h", "i", "i", "i", "i", "i", "i", "i", "j", "k", "l", "l",
"l",
    "l", "m", "m", "n", "n", "n", "n", "n", "n", "o", "o", "o", "o", "o", "o", "o", "o",
"o",
    "p", "p", "q", "q", "q", "q", "q", "q", "r", "r", "r", "r", "r", "r", "s", "s",
"s",
    "s", "s", "s", "s", "s", "t", "t", "t", "u", "u", "v", "v", "w", "x", "y", "y",
"z");

function init(){
    randomizeTiles();

    document.getElementById("submit").getElementsByTagName("a")[0].onclick =
emptyWordAlert;
}

function randomizeTiles(){
    var tiles = document.getElementById("letterbox").getElementsByTagName("a");

    for (var i = 0; i < tiles.length; i++){
        var randomTile = Math.floor(Math.random() * 100);
        var actTile = tiles[i];

        actTile.className = actTile.className + " l" + frequencyTable[randomTile];

        actTile.onclick = addLetter;
    }
}

function addLetter(){
    // Figure out which letter was clicked
    // My solution
    var classNameLength = this.className.length;
    var clickedLetter = this.className.substring((classNameLength - 1),
classNameLength);

    // Solution from HF
    /*var tileClasses = this.className.split(" ");
var letterClass = tileClasses[2];
var tileLetter = letterClass.substring(2, 1);
alert(tileLetter);*/

    // Add a letter to the current word box
    var currentWord = document.getElementById("currentWord");

    if (currentWord.childNodes.length == 0){
        // Create a new paragraph element and add it to the Current Word Div
        var element = document.createElement("p");
        currentWord.appendChild(element);

        // Create a new textnode and add it to the paragraph
        var newText = document.createTextNode(clickedLetter);
        element.appendChild(newText);

        // Activate the submit button
        document.getElementById("submit").getElementsByTagName("a")[0].onclick =
submitWord;
}

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    } else {
        // Extend the paragraph
        var p = currentWord.firstChild;
        p.firstChild.nodeValue += clickedLetter;
    }

    // Disable the clicked-on letter
    this.className += " disabled";
    this.onclick = "";
}

function submitWord(){
    // Create a new request
    request = createRequest();
    if (!request){
        alert("Unable to create request!");
        return;
    }

    // Submit users word
    var userWord = document.getElementById("currentWord").getElementsByTagName("p")
[0].firstChild.nodeValue;
    var url = "lookup-word.php?word=" + escape(userWord);
    sendRequest(request, "GET", url, false);

    if (request.responseText == "-1"){
        // Users word was invalid
        alert("You have entered an invalid word. Try again!");

        // Clear the current word box
        removeUserWordFromCurrentWord();

        // Reactivate tiles again
        reactivateTiles();
    } else {
        // Users word was ok
        var wordList = document.getElementById("wordList");

        // Append users word to the word list
        var newParagraph = document.createElement("p");
        var newWord = document.createTextNode(userWord);
        var newBreak = document.createElement("br");

        wordList.appendChild(newParagraph);
        newParagraph.appendChild(newWord);
        newParagraph.appendChild(newBreak);

        // Clear the current word box
        removeUserWordFromCurrentWord();

        // Add score
        addScore();

        // Reactivate tiles again
        reactivateTiles();
    }
}

function emptyWordAlert(){
    alert("Please click tiles to add letters and create a word!");
}

function removeUserWordFromCurrentWord(){
    var currentWord = document.getElementById("currentWord");

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    while (currentWord.childNodes.length > 0)
        currentWord.removeChild(currentWord.firstChild);
}

function addScore(){
    var scoreDiv = document.getElementById("score");
    var scoreDivData = scoreDiv.firstChild.nodeValue;
    var scores = scoreDivData.split(" ");
    var score = scores[1];

    scoreDiv.firstChild.nodeValue = "Score: " + (parseInt(score) +
    parseInt(request.responseText));
}

function reactivateTiles(){
    var tiles = document.getElementById("letterbox").getElementsByTagName("a");

    for (var i = 0; i < tiles.length; i++){
        var actTile = tiles[i];
        var tileClasses = actTile.className.split(" ");

        if (tileClasses.length > 3){
            var newClassName = tileClasses[0] + " " + tileClasses[1] + " " +
tileClasses[2];
            actTile.className = newClassName;
        }

        actTile.onclick = addLetter;
    }

    document.getElementById("submit").getElementsByTagName("a")[0].onclick =
emptyWordAlert;
}
```