USER INTERFACE

Part 1: A Malay to English Dictionary

User presses a predetermined "start dictionary" button on our 48–key keyboard to begin entrance of a query. Upon release of a "lookup" button, user will observe the English explanation or an error message "Can't find it =(" . In the case when the English explanation exceeds one LCD line (16 characters), user presses a "Scroll" button to read the rest of the explanation, and can "Scroll back" to go back to the beginning of the explanation.

Part 2: A Malay Hangman

User presses "start Hangman" button to begin. He will see a screen displaying a line like " _ _ _ _ (6)", the number in brackets mean the number of "limbs" left in the hangman. If user wins, he gets a "congrats" message, and if otherwise, he will read the word he has failed to guess at, and get a "sorry" message.

Part 3: A Malay Hangman, learning mode

User presses the "learning mode" button to begin. He will be given an English explanation, and displayed a line like "_ _ _ _.". We allow for a larger number of trials and do not display the "limbs left" to lower user's pressure.