**GUIStringFinder**

**Goal:** Given the framework for the GUI program below, you must create a method that finds an input string AS FAST AS POSSIBLE. The hidden input string can be comprised of lowercase letters, uppercase letters, and numbers (no symbols). The hidden input string will be six characters or less, however, you will not know the length of the input string.

**Restrictions:** The hidden input string will be available in the form of a character array. Your program is NOT allowed to:

* Check the size of the character array
* Check individual characters
* Alter characters of the input array

**Timing:**

* The timer starts when the user clicks “Find Word”
* The timer should stop when the correct string is found

**General Requirements:**

* Search Status should be *Not Found* if the string is not found
* If the correct word is found, it should be shown beside Search Status

