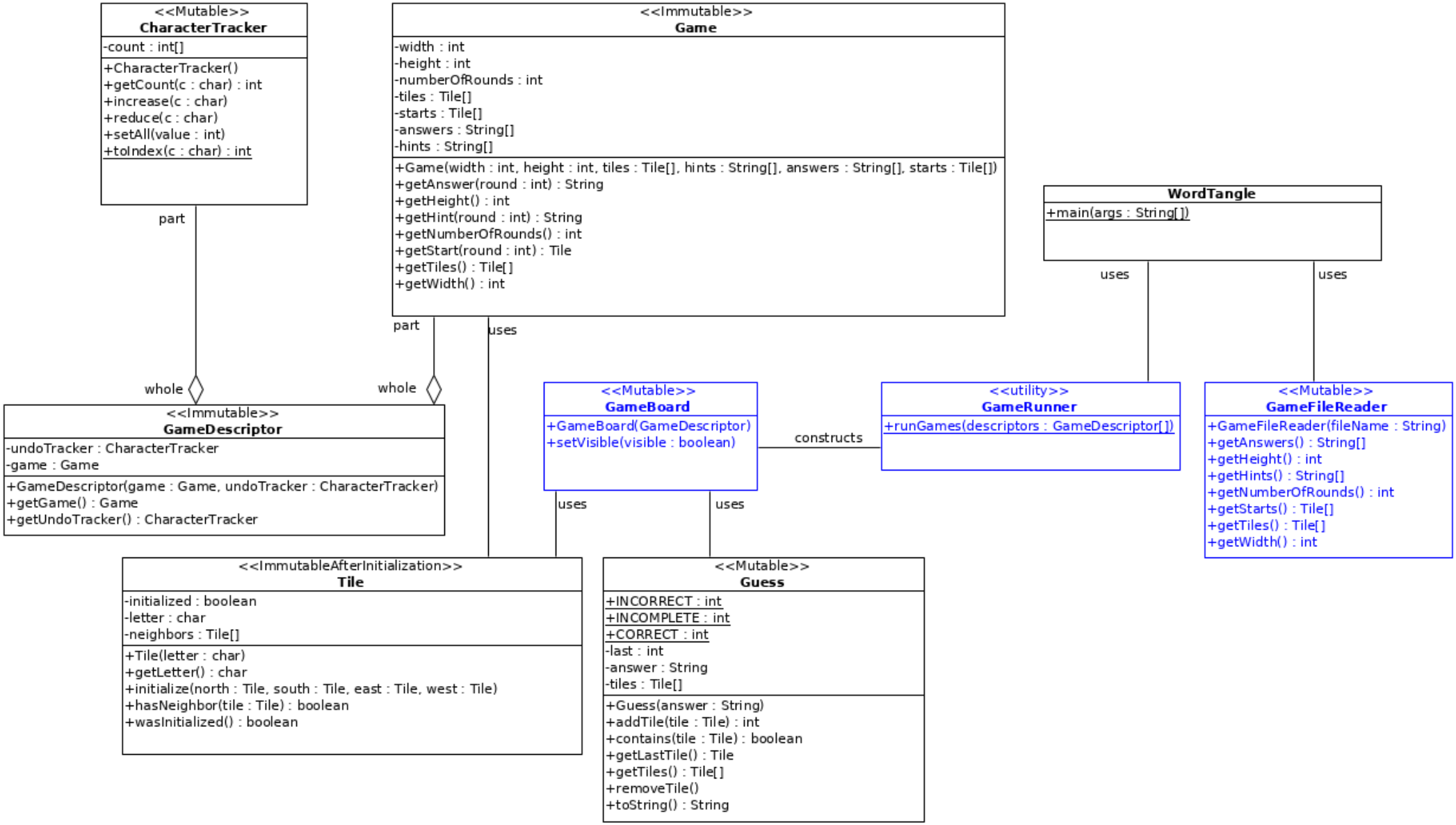
<<Mutable>>
CharacterTracker
-count : int[]
+CharacterTracker()
+getCount(c : char) : int
+increase(c : char)
+reduce(c : char)
+setAll(value : int)
+toIndex(c : char) : int
<<Immutable>>
Game
-width : int
-height : int
-numberOfRounds : int
-tiles : Tile[]
-starts : Tile[]
-answers : String[]
-hints : String[]
+Game(width : int, height : int, tiles : Tile[], hints : String[], answers : String[], starts : Tile[])
+getAnswer(round : int) : String
+getHeight() : int
+getHint(round : int) : String
+getNumberOfRounds() : int
+getStart(round : int) : Tile
+getTiles() : Tile[]
+getWidth() : int
WordTangle
+main(args : String[])
part
part
uses
uses
uses
whole
whole
<<Immutable>>
GameDescriptor
-undoTracker : CharacterTracker
-game : Game
+GameDescriptor(game : Game, undoTracker : CharacterTracker)
+getGame() : Game
+getUndoTracker() : CharacterTracker
<<Mutable>>
GameBoard
+GameBoard(GameDescriptor)
+setVisible(visible : boolean)
constructs
<<utility>>
GameRunner
+runGames(descriptors : GameDescriptor[])
<<Mutable>>
GameFileReader
+GameFileReader(fileName : String)
+getAnswers() : String[]
+getHeight() : int
+getHints() : String[]
+getNumberOfRounds() : int
+getStarts() : Tile[]
+getTiles() : Tile[]
+getWidth() : int
uses
uses
<<ImmutableAfterInitialization>>
Tile
-initialized : boolean
-letter : char
-neighbors : Tile[]
+Tile(letter : char)
+getLetter() : char
+initialize(north : Tile, south : Tile, east : Tile, west : Tile)
+hasNeighbor(tile : Tile) : boolean
+wasInitialized() : boolean
<<Mutable>>
Guess
+INCORRECT : int
+INCOMPLETE : int
+CORRECT : int
-last : int
-answer : String
-tiles : Tile[]
+Guess(answer : String)
+addTile(tile : Tile) : int
+contains(tile : Tile) : boolean
+getLastTile() : Tile
+getTiles() : Tile[]
+removeTile()
+toString() : String