



Frame

- wordShow:Label
- lifeShow:Label
- game:GamePanel
- menu:MenuPanel
- score:ScorePanel
- choice:ChoicePanel
- write:WritePanel
- newWord:NewWordPanel
- + Frame(title:String):None
- + setVisible(choice:String):void
- + tipShow(tip:String):void + completeShow():void + winShow():void + loseShow():void

	ChoicePanel
	- frame:Frame
	+ ChoicePanel(frame:Frame):None + updateChoicePanel():void
	WritePanel
JPanel	- frame:Frame - text:String - tip:String - type:String
	+ WritePanel(frame:Frame):None + updateChoicePanel(type:String):void -setTwo(text:String, tip:String):void
	ScorePanel
	- frame:Frame
	+ ChoicePanel(frame:Frame):None + updateScorePanel():void
	GamePanel
	- frame:Frame
	+ GamePanel(frame:Frame):None + updateGamePanel():void # drawButtons():void
	MenuPanel
	- frame:Frame
	+ MenuPanel(frame:Frame):None + updateMenuPanel():void
	NewWordPanel
	- frame:Frame
	+ NewWordPanel(frame:Frame):None + updateNewWordPanel():void



