**BoggleGUI**

Graphics Class which handles user interaction and the various game classes

BoggleDictionaryTree

Class for storing character strings or collections as a tree structure using hashmaps and an arraylist of characters which represent the end a character string.

BoggleDictionary

Class which reads in the dictionary and stores it using the custom class BoggleDictionaryTree. Has functions for checking if the word exists in the dictionary in string or collection form.

**LetterTile**

Class representing the character tiles. Can return the character value or a rectangle representing the character.

**FindAllWords**

Class which takes in the 2d character array board representation and a link to the dictionary which then searches for all the words on the board which exist within the dictionary.

**BoggleWordAssembler**

Word class which takes in the 2d character array used to assemble the word using row and column positions from BoggleGUI. Returns an arraylist of characters representing the word upon request.

**BoggleBoard**

Game Board Class which creates the board and can return a 2d array of characters representing the board for internal use or a 2d array of rectangles for displaying the board to the user.