

Tiles
- char letter - int value
Tiles(char letter, int value) Tiles()
char getLetter() int getValue() String toString()

TilesBag
- Tiles[100] letters - int lettersLength = 100
TilesBag()
Tiles[] getTiles() int getLettersLength() Tiles drawLetter()

Rack
- Tiles[7] rack - TilesBag bag
Rack()
Tiles[] getTiles() int getNullTiles() void refreshRack(int[] indexLetter) String toString()

Player
- String name - int score - Rack rack
Player(String name) Player()
String getName() int getScore() Rack getRack() boolean isRackNull() void increaseScore(int value) String toString()

GameBoard
- Square[15][15] grid
GameBoard()
Square[][] getGrid boolean testLetterMult(int x, int y, int m, int n, int lastN) int wordScoreCalcul(Square firstLetter, int wordLength, boolean horizontal, boolean scrabble) String toString()

Square
- Tiles tile - int scoreMultiplier - boolean typeScoreMult - int line - int column
Square(Tiles tile, int scoreMultiplier, boolean typeScoreMult, int line, int column)
Tiles getTile() int getScoreMult() boolean getTypeScoreMult() int getLine() int getColumn() void setTile(Tiles tile) void setLine(int n) void setColumn(int n) void setScoreMult(int n) int tileScoreCalcul() String toString()

Game
final int nbPlayer - Player[] player - boolean stateGame = true - int nbTour - int nextPlayer = 0 - GameBoard gameboard
Game()
Player[] getPlayer() GameBoard getGameBoard() String[] initGame() void playGame() void selectAction(Player player) void putWord(Player player) void changeSomeLetters(Player player)

