```
+-----------------------------------------------------------+
|                        Client                             |
+-----------------------------------------------------------+
|                                                           |
| + gameController:GameController =  GameController(Dictionary()) |
|                                                           |
+-----------------------------------------------------------+
|                                                           |
|                                                           |
|                                                           |
+-----------------------------------------------------------+
                            1 ▲
                              |
                            1 |
+-----------------------------------------+
|              GameController              |
+-----------------------------------------+
| + isFinished:boolean = true              |
| + word:String = null                     |
| + dictionary:Dictionary = null           |
| + keyboard:Scanner( )                    |
+-----------------------------------------+
|                                         |
|                                         |
+-----------------------------------------+
                 1 ▲
                   |
                 1 |
+-----------------------------------------+
|                Dictionary                |
+-----------------------------------------+
|                                         |
| + dictionary:Trie = null                 |
| + filename:String                        |
|                                         |
+-----------------------------------------+
|                                         |
| + readFile(fileName:String):void         |
|                                         |
+-----------------------------------------+
                 1 ▲
                   |
                 1 |
```

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Trie

- root:TrieNode = null;

+ insert(word:String):void
+ getNextRandom(word:String):Character
+ search(wrod:String):boolean

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...*

TrieNode

+ children:TrieNode[ ] = null
+ isWord:boolean = null