Advanced Java Programming

Project 2

Revisions

My original UML diagram was only a portion of the program. In order to complete the application and get it running, I needed to add a function that would read the file. I did this by creating a class that I called Dictionary. The function of this class was to simultaneously contain the Trie, and read the file to create the Trie. This approach would allow the GameController to create a new Dictionary easily. Another reason that I made the Trie separate from the Dictionary is that I didn’t think that it was right to put the function that read the file in the same Class as the Trie.

I enjoyed working on this project because I found a new data structure that I can use in the future for many different applications.