Boggle FAQ

Why do I get a file not found exception? My data files are in the project folder.
The lab suggests putting the text files (dictionaries, etc.) into a sub-folder, as there are quite a few. Eclipse looks in the root directory by default (the current working directory).

If your file is in a sub-folder called "data" inside the main project folder, you must specify the relative path with, for example, "data/dictionary.txt".

Why does my program not find all the words on the board (or why is the score off a little)?
There are a lot of reasons this could occur, it's not possible to list them all here. That said, here are a couple common sources of this error:

1. Not resetting the "visited" tile locations. When searching for all possible words starting from one grid location (e.g. <0, 0>), the game can't reuse a particular tile more than once in a sequence of tiles.

    However, when searching for all the words starting from the *next* grid location (e.g. <0, 1>), all the tiles should start over in an "unused" state.

2. Checking if the current word exists in the dictionary prior to adding the current letter to the word.