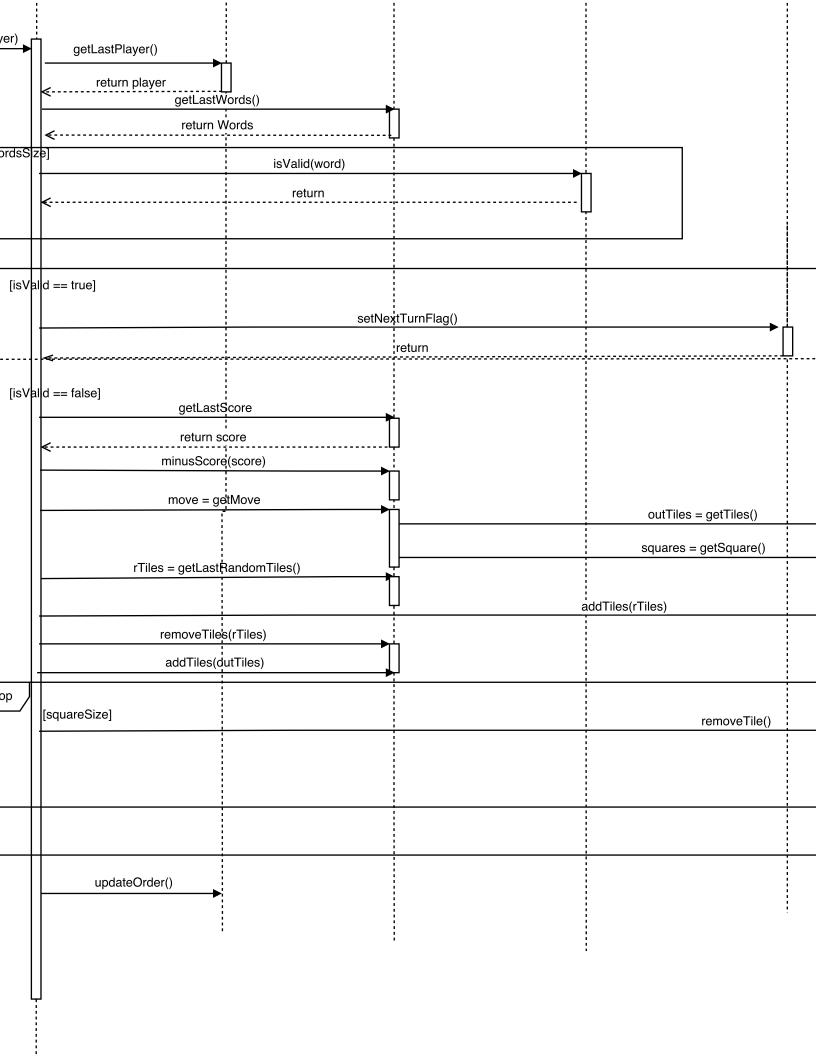
ScrabbleSystem : TurnControl :player(challenged) :Dictionary :player(challer

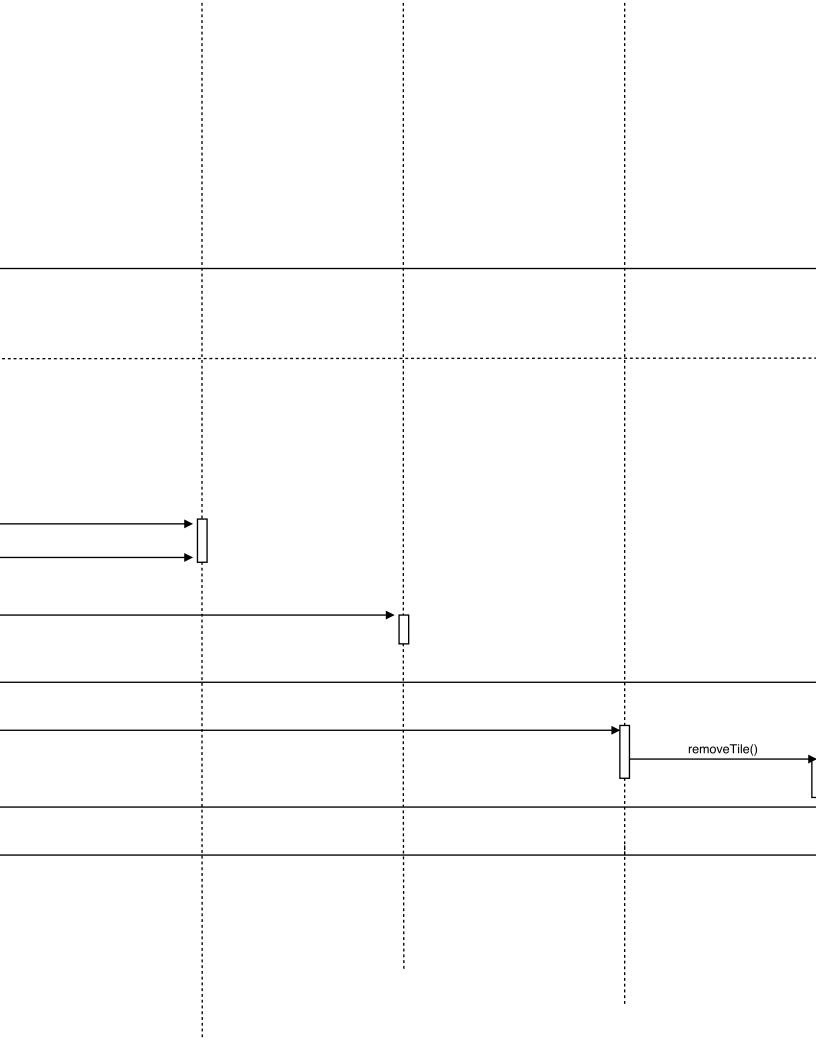
nge) : Move : LetterBag : Board : Sq

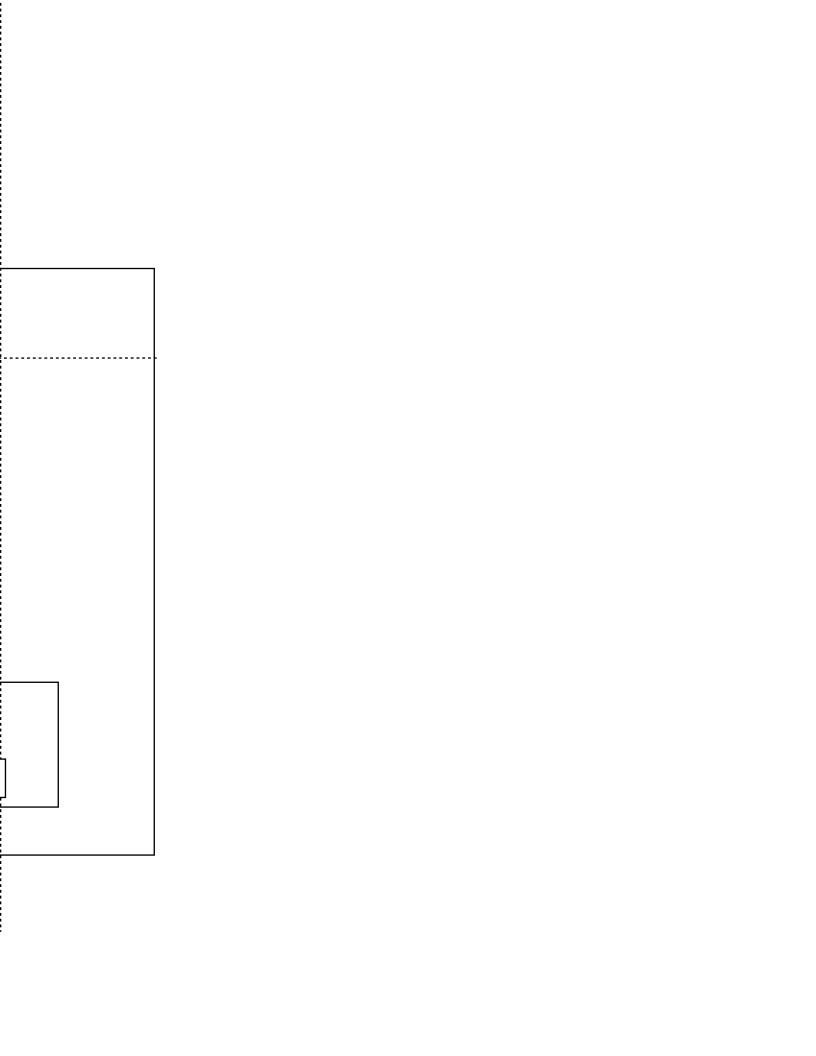
challenge(Player play

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