

Wordle Interface

getWord(): String
getAnswer(): String
setWord(String newWord): void
setAswer(String newAnswer): void
generateWord(): String
checkAnswer(String word): boolean
newTurn(): void
endGame(boolean win): void

Wordle Class

String word;
String answer;
int turns = 6;
int turnsLeft;

getWord(): String
getAnswer(): String
setWord(String newWord): void
setAswer(String newAnswer): void
generateWord(): String
checkAnswer(String word): boolean
newTurn(): void
endGame(boolean win): void