

### Wordle Interface

int TURNS = 5;

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*getWord(): String*

*getAnswer(): String*

*setWord(String newWord): void*

*setAnswer(String newAnswer): void*

*generateWord(): String*

*checkAnswer(String word): boolean*

*newTurn(): void*

*endGame(boolean win): void*

### Wordle Class

String word;

String answer;

int TURNS = 5;

int turnsLeft;

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*getWord(): String*

*getAnswer(): String*

*setWord(String newWord): void*

*setAnswer(String newAnswer): void*

*generateWord(): String*

*checkAnswer(String word): boolean*

*newTurn(): void*

*endGame(boolean win): void*