

### Wordle Interface

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

### Wordle Class

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

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