

View	
<div><div><div><div>Title</div><div>public Tile(String letter, int row, int col, int startingCount) public Tile(String letter, int row, int col) public Tile(String letter) public void setNeutralState() public void setYellowState() public void setGreenState() public void setBlueState() public void setUnavailableState() public int getRow() public int getCol() public String getData() public String getCurrentState() public int getStartingLetterCount() public void updateCount(int count)</div></div></div></div>	<div><div><div><div>WordHuntGameMain</div><div>public static void main(String[] args) public void start(Stage primaryStage) private void startNewGame() private void startGameWithGridSize(int gridSize) private void loadGame()</div></div><div><div>WordHuntMenuItem</div><div>public WordHuntMenuItem(String menuItemName) public void setOnAction(Runnable action)</div></div><div><div>WordHuntMenuTitle</div><div>public WordHuntMenuTitle(String titleName) public double getTitleWidth() public double getTitleHeight()</div></div></div></div>
<div><div><div><div>WordHuntBoardView</div><div>public WordHuntBoardView(String file, WordHuntScoreView scoreview, WordHuntWordsFoundView wordsfound, int gridSize) private void initializeBoard() private void initializeBoard(String file) public int getNumPossibleWords() public boolean emptyCells() private void createAndAddTile(String letter, int row, int col, Boolean startingValue, int buttonSize) public int getGridSize() private void handleClick(Tile tile) private void handleMouseReleased(Tile tile) private void handleMouseUndragged(Tile tile) public Boolean checkWin() public ButtonDragListener(int gridSize) public void handle(MouseEvent event) private int getButtonRow(MouseEvent event) private int getButtonCol(MouseEvent event)</div></div></div></div>	
<div><div><div><div>WordHuntCurrentWordView</div><div>public WordHuntCurrentWordView(WordHuntCurrentWordViewModel viewmodel) public HBox getCurrentWordView() private void updateButtons(String newWord)</div></div></div></div>	
<div><div><div><div>WordHuntInGameMenuView</div><div>public WordHuntInGameMenuView(WordHuntInGameMenuViewModel viewmodel, WordHuntNewGame newGame) private ToggleButton createMenuToggleButton(String imagePath) private void handleMenuButtonClicked() private void addButtonWithTransition(String text, EventHandler&lt;ActionEvent&gt; eventHandler) private void handleNewGame(ActionEvent event) private void handleSaveGame(ActionEvent event) private void handleQuitGame(ActionEvent event) private Background getCoolColorPattern()</div></div></div></div>	
<div><div><div><div>WordHuntMenu</div><div>public WordHuntMenu(WordHuntMenuViewModel menuViewModel) private void addLine(double x, double y) private void startAnimation() private void addMenu(double x, double y) private void addTitle()</div></div></div></div>	<div><div><div><div>WordHuntWordsFoundView</div><div>public void animateWordAddition() public void animateWordList() public void update(ObservableList&lt;String&gt; updatedList) public Text createStyledText(String text) public Text bonusStyledText(String text)</div></div></div></div>
<div><div><div><div>WordHuntNewGame</div><div>public WordHuntNewGame(String filePath, int gridSize) public void initializeComponents(String filePath, int gridSize) public void setupLayout()</div></div></div></div>	
<div><div><div><div>WordHuntScoreView</div><div>public void bindTotalWordsFound(IntegerProperty totalWordsFoundProperty) public void bindTotalPossibleWords(IntegerProperty totalPossibleWordsProperty) public void incrementTotalWordsFound() public void initilaizeScores(int possibleWords) public int getTotalWordsFound() public int getPossibleWords()</div></div></div></div>	

ViewModel	
<div><div><div><div>WordHuntBoardViewModel</div><div>public ArrayList&lt;ArrayList&lt;String&gt;&gt; initializeBoard(Boolean load, String txtFile) public void wipeTiles() public void updateTiles() public void toggleTileState(Tile tile) public Tile getButton(int row, int col) public void addButton(Tile tile, int row, int col) public void setLastClickedTile(Tile tile) public boolean isAdjacent(Tile tile1, Tile tile2, Stack&lt;Tile&gt; selectedTilesStack) public void handleWord(Stack&lt;Tile&gt; stack, WordHuntScoreView scoreView, WordHuntWordsFoundView wordsFound) public Boolean checkWin(WordHuntScoreView scoreView, WordHuntWordsFoundView wordsFound) public int getNumPossibleWords() public boolean emptyCells() public void setWin() public void checkUsedTiles() public void saveGame(String file) public Boolean getStartingValueForTile(int row, int col) public int getStartingCountForTile(int row, int col)</div></div></div></div>	
<div><div><div><div>WordHuntScoreViewModel</div><div>public Label getTotalWordsFoundLabel() public Label getPossibleWordsLabel() public int getPossibleWords() public int getTotalWordsFound() public void incrementTotalWordsFound() public void setTotalWordsFound(int totalWordsFound) public void setTotalPossibleWords(int possibleWords)</div></div></div></div>	<div><div><div><div>WordHuntInGameMenuViewModel</div><div>public void getSavePath() public void newGame(WordHuntNewGame newGame) public void quitGame() public void saveGame(String saveFile)</div></div></div></div>
<div><div><div><div>WordHuntMenuViewModel</div><div>public SimpleBooleanProperty startNewGameRequestedProperty() public SimpleBooleanProperty loadGameRequestedProperty() public void requestStartNewGame() public void resetStartNewGameRequest() public void requestLoadGame() public void resetLoadGameRequest()</div></div></div></div>	<div><div><div><div>WordHuntCurrentWordViewModel</div><div>public StringProperty currentWordProperty() public String getCurrentWord() public void updateCurrentWord(String newWord)</div></div></div></div>

Model	
<div><div><div><div>WordHuntGame</div><div>public void generateRandomBoard() public void tearDown() public void incrementLetterUse(int row, int col) public void incrementStartingCountForLetter(int row, int col) public void decrementStartingCountForLetter(int row, int col) public void decrementLetterUse(String word) public int getLetterUse(int row, int col) public int getStartingCountLetterUse(int row, int col) public ArrayList&lt;ArrayList&lt;String&gt;&gt; getBoard() public ArrayList&lt;ArrayList&lt;Integer&gt;&gt; getUsedTiles() public void loadBoard(String filePath) public void saveBoard(String filePath) public boolean isValidMove(int prevRow, int prevCol, int nextRow, int nextCol) public ArrayList&lt;String&gt; getFoundWords() public ArrayList&lt;String&gt; getFoundBonusWords() public int isValidWord(String word) public String getEmoji(String word) public void addFoundWord(Boolean bonus, String word) public ArrayList&lt;String&gt; getPossibleWords() public Boolean getStartingValueForTile(int row, int col)</div></div></div></div>	
<div><div><div><div>WordHuntInGameMenuViewModel</div><div>public int getNumFoundWords() public ArrayList&lt;String&gt; getFoundWords() public void tearDown()</div></div></div></div>	
<div><div><div><div>WordHuntWords</div><div>public void findWords() private void findWordsHelper(int row, int col, String word, int length, ArrayList&lt;ArrayList&lt;String&gt;&gt; grid, ArrayList&lt;Pair&lt;Integer, Integer&gt;&gt; visited) public void initializeWordLists() public ArrayList&lt;Pair&lt;Integer, Integer&gt;&gt; getTilesForWord(String word) public ArrayList&lt;String&gt; getPossibleWords() public int isValidWord(String word) public String getEmoji(String word) public void addFoundWord(Boolean bonus, String word) public int getNumFoundWords() public ArrayList&lt;String&gt; getFoundWords() public ArrayList&lt;String&gt; getFoundBonusWords() public void tearDown() public Boolean getStartingValueForTile(int row, int col)</div></div></div></div>	