Model

WordHuntGame

public void generateRandomBoard()
public void tearDown()
public ArrayList<ArrayList<String» getBoard()
public void loadBoard(String filePath)
public void saveBoard(String filePath)
public boolean isValidMove(int prevRow, int prevCol, int nextRow, int nextCol)
public ArrayList<String> getFoundWords()
public ArrayList<String> getFoundBonusWords()
public int isValidWord(String word)
public void addFoundWord(Boolean bonus, String word)
public ArrayList<String> getPossibleWords()

WordHuntWords

public void findWords()
private void findWordsHelper(int row, int col, String word, int length,
    ArrayList<ArrayList<String» grid, ArrayList<Pair<Integer, Integer» visited)
private void addPossibleWord(String word)
public void initializeWordLists()
public ArrayList<String> getPossibleWords()
public int isValidWord(String word)
public void addFoundWord(Boolean bonus, String word)
public int getNumFoundWords()
public ArrayList<String> getFoundWords()
public ArrayList<String> getFoundBonusWords()
public void tearDown()

WordHuntScore

public int getNumFoundWords()
public ArrayList<String> getFoundWords()
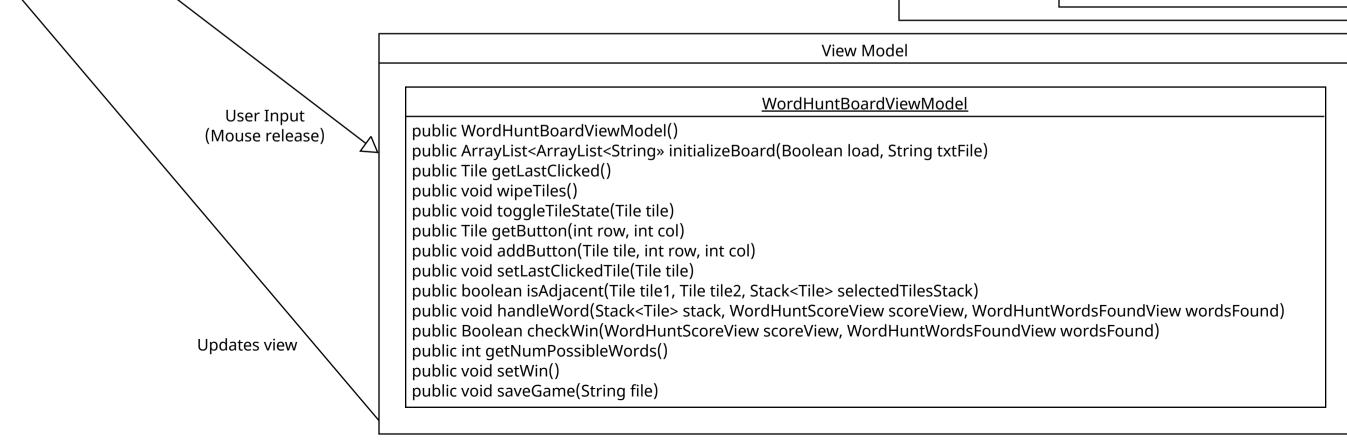public void tearDown()

View

WordHuntBoardView

public WordHuntBoardView()
public WordHuntBoardView(String file, WordHuntScoreView scoreview, WordHuntWordsFoundView wordsfound)
private void initializeBoard()
private void initializeBoard(String file)
public int getNumPossibleWords()
private void createAndAddTile(String letter, int row, int col)
private void handleMouseClick(Tile tile)
private void handleMouseReleased(Tile tile)
private void handleMouseUndragged(Tile tile)
public Boolean checkWin()
private class ButtonDragListener implements javafx.event.EventHandler<MouseEvent>

View Model

WordHuntBoardViewModel

public WordHuntBoardViewModel()
public ArrayList<ArrayList<String» initializeBoard(Boolean load, String txtFile)
public Tile getLastClicked()
public void wipeTiles()
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<Tile> selectedTilesStack)
public void handleWord(Stack<Tile> stack, WordHuntScoreView scoreView, WordHuntWordsFoundView wordsFound)
public Boolean checkWin(WordHuntScoreView scoreView, WordHuntWordsFoundView wordsFound)
public int getNumPossibleWords()
public void setWin()
public void saveGame(String file)

User Input
(Mouse release)

Updates view

Requests data from model classes
(Valid word)

Sends data to view models
(updated score, word list)