

[illegible]

Attributes	
score - an int representing the sum of the score values of its contained letters.	setScore() - updates score to itself.
letters - an object of the type 'Square,, which holds a letter comprised to make a word.	getScore() - passes score to player.
isValid() - checks if the 'word' is in the dictionary of valid words.	calcScore() - calculates the score of the comprising letters.
Relationships	Contains 'Letter's. 1.m Passes 'score' to 'Player' m.1 Is contained within 'board' m.1
Generalisation (a-kind-of)	
Aggregation (has-parts)	'Letter'
Other Associations	
'Board'	'Player'