**Tile(String s)**

Instance Variables

3 arrays each for letter for certain pt value

1 string variable for letter

1 int variable for value

Methods

getValue() get value of tile

Tilerack()

Instance Variables

Tiles[] similar to bag

\_size int variable keep track of how many tiles

Methods

getsize() returns size of tilerack

**Inventory()**

Instance Variables

Tile[] contains the 400 letters

Methods

remove() removes tiles from inventory

getsize() returns size of inventory

**Board()**

Instance Variables

Tiles[][] 20x20 board

Methods

**Player(String name, int score)**

Instance Variables

\_score int variable

\_name string variable

\_Tilerack

Methods