Hello Wordl - UML Diagram Shiza and Shirdel | June 21, 2022 Main SOURCE5: File = "src/5LetterKeyWords.txt"VALIDSOURCE5: File = "src/5LetterValidWords.txt" - SOURCE7: File = "src/7LetterKeyWords.txt" Start - FIVELENGTH: int = 586 - VALIDFIVELENGTH: int = 12972 start: JButton - SEVENLENGTH: int = 500 GREEN: Color = (83, 141, 78) - words5: String[] - validwords5: String[] - words7: String[] + STATSFILE: File = "src/GameLog.txt" Start() Login + actionPerformed(e: Actionevent): void AddAccount + stats: Statistics - user: String = "default" input: String - frame: JFrame frame: JFrame panel: JPanel panel: JPanel Instructions + makeStats(): void login: JButton login: JButton + importWords5(): String[] add_account: JButton add account: JButton + importValidWords5(): String[] - mainmenu: JButton - back: JButton back: JButton + importWords7(): String[] - username: JTextField · username: JTextField + getFive(): String[] password: JPasswordField password: JPasswordField Instructions() + getValidFive(): String[] confirm_password: JPasswordField title: JI abel + actionPerformed(e: Actionevent): void + getSeven(): String[] title: JLabel label1: JLabel + getStats(): Statistics instructions1: JLabel label2: Jl abel + setUser(): void instructions2: JLabel - USERFILE: File = "src/users.txt" label1: JLabel - GREEN: Color = (83, 141, 78) - YELLOW: Color = (181, 159, 59) label2: JLabel label3: JLabel Game - USERFILE: File[] = "src/users.txt" Login() - GREEN: Color = (83, 141, 78) row: int = 0+ actionPerformed(e: Actionevent): void - YELLOW: Color = (181, 159, 59) column: int = 0 letterWidth: int = 0 AddAccount() spaceWidth: int = 0- grid: char[][] - keyword: char[] + actionPerformed(e: Actionevent): void index row: int = 0 Mainmenu index column: int = 0 keys: String[] easymode: JButton guess num: int = 1 - hardmode: JButton labelArray: JLabel[][] - instructions: JButton Congratulations valid: boolean = false settings: JButton startcorner: int stats: JButton mainmenu: JButton guess: String - logout: JButton keyString: String - GREEN: Color = (83, 141, 78) statistics: JButton BUTTON WIDTH: int = 30 GREEN: Color = (83, 141, 78) BUTTON SPACE: int = 5 BUTTON HEIGHT: int = 50 Mainmenu() keyboard x: int = 128+ actionPerformed(e: Actionevent): void Congratulations() keyboard y: int = 425+ actionPerformed(e: Actionevent): void KEY START X: int = 128 GREEN: Color = (83, 141, 78) YELLOW: Color = (181, 159, 59) + current user: String stats: Statistics Game(key: String, keys: String[], difficulty: int) **Statistics** Settings + makeKeyboard(): void + actionPerformed(e: Actionevent): void writer: BufferedWriter theme: JButton + gameUpdate(in: char): void reader: BufferedReader credits: JButton + keyTyped(e: KeyEvent): void total_games_played: int mainmenu: JButton + keyPressed(e: KeyEvent): void total_games_won: int exit: JButton + keyReleased(e: KeyEvent): void prob_win: double - current_user: String input: String - GREEN: Color = (83, 141, 78) current_user: String Statistics(file: File) - actionPerformed(e: Actionevent): void + writeGame(win: boolean, guess: int, key: String): void + closeStats(): void + getTotalGamesPlayed(): int Loser + getTotalGamesWon(): int + getProbWin(): double getCurrentUser(): String mainmenu: JButton exit: JButton statistics: JButton - GREEN: Color = (83, 141, 78) Credits Loser(word: String) **StatisticsPage** + actionPerformed(e: Actionevent): void back: JButton mainmenu: JButton GREEN: Color = (83, 141, 78) exit: JButton + current_user: String - stats: Statistics = Main.getStats() - GREEN: Color = (83, 141, 78) Credits() + actionPerformed(e: Actionevent): void StatisticsPage() + actionPerformed(e: Actionevent): void