Hello Wordl: UML Diagram Shiza and Shirdel | June 24, 2022 Main - SOURCE5: File = "5LetterKeyWords.txt" Start - SOURCE7: File = "LetterKeyWords.txt" - FIVELENGTH: int = 586 - VALIDFIVELENGTH: int = 12972 start: JButton - SEVENLENGTH: int = 500 GREEN: Color = (83, 141, 78) - words5: String[] YELLOW: Color = (181, 159, 59) - words7: String[] + STATSFILE: File = "GameLog.txt" + stats: Statistics + actionPerformed(e: Actionevent): void - user: String = "default" Login AddAccount input: String + makeStats(): void frame: JFrame panel: JPanel + importWords5(): String[] Instructions panel: JPanel login: JButton + importWords7(): String[] login: JButton add_account: JButton + getFive(): String[] - mainmenu: JButton · add_account: JButton back: JButton + getSeven(): String[] back: JButton username: JTextField + getStats(): Statistics · username: JTextField password: JPasswordField + setUser(): String Instructions() password: JPasswordField confirm_password: JPasswordField + getUser(): void + actionPerformed(e: Actionevent): void title: JI abel title: JLabel label1: JLabel instructions1: JLabel label2: Jl abel instructions2: JLabel - USERFILE: File = "users.txt" label1: JLabel Game - GREEN: Color = (83, 141, 78) label2: JLabel - YELLOW: Color = (181, 159, 59) label3: JLabel row: int = 0 - USERFILE: File[] = "src/users.txt" column: int = 0 - GREEN: Color = (83, 141, 78) Login() letterWidth: int = 0 YELLOW: Color = (181, 159, 59) + actionPerformed(e: Actionevent): void spaceWidth: int = 0 grid: char[][] keyword: char[] AddAccount() index_row: int = 0 + actionPerformed(e: Actionevent): void · index_column: int = 0 keys: String[] Mainmenu guess_num: int = 1 labelArray: JLabel[][] Congratulations - valid: boolean = false easymode: JButton startcorner: int - hardmode: JButton guess: String mainmenu: JButton - instructions: JButton exit: JButton keyString: String settings: JButton BUTTON_WIDTH: int = 30 statistics: JButton stats: JButton GREEN: Color = (83, 141, 78) BUTTON SPACE: int = 5 logout: JButton - GREEN: Color = (83, 141, 78) BUTTON_HEIGHT: int = 50 - keyboard_x: int = 128 current_user: String Congratulations() keyboard_y: int = 425 + actionPerformed(e: Actionevent): void $-KEY_START_X$: int = 128 Mainmenu() - GREEN: Color = (83, 141, 78) + actionPerformed(e: Actionevent): void YELLOW: Color = (181, 159, 59) + current_user: String - stats: Statistics Game(key: String, keys: String[], difficulty: int) + makeKeyboard(): void + actionPerformed(e: Actionevent): void Settings Statistics + gameUpdate(in: char): void + keyTyped(e: KeyEvent): void writer: BufferedWriter theme: JButton + keyPressed(e: KeyEvent): void reader: BufferedReader - credits: JButton + keyReleased(e: KeyEvent): void total_games_played: int - mainmenu: JButton total_games_won: int exit: JButton - prob_win: double - GREEN: Color = (83, 141, 78) · input: String + current_user: String Settings() + actionPerformed(e: Actionevent): void Statistics(file: File) + 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 - GREEN: Color = (83, 141, 78) - mainmenu: JButton exit: JButton + current_user: String - stats: Statistics = Main.getStats() - GREEN: Color = (83, 141, 78) Credits() - YELLOW: Color = (181, 159, 59) + actionPerformed(e: Actionevent): void StatisticsPage() + actionPerformed(e: Actionevent): void