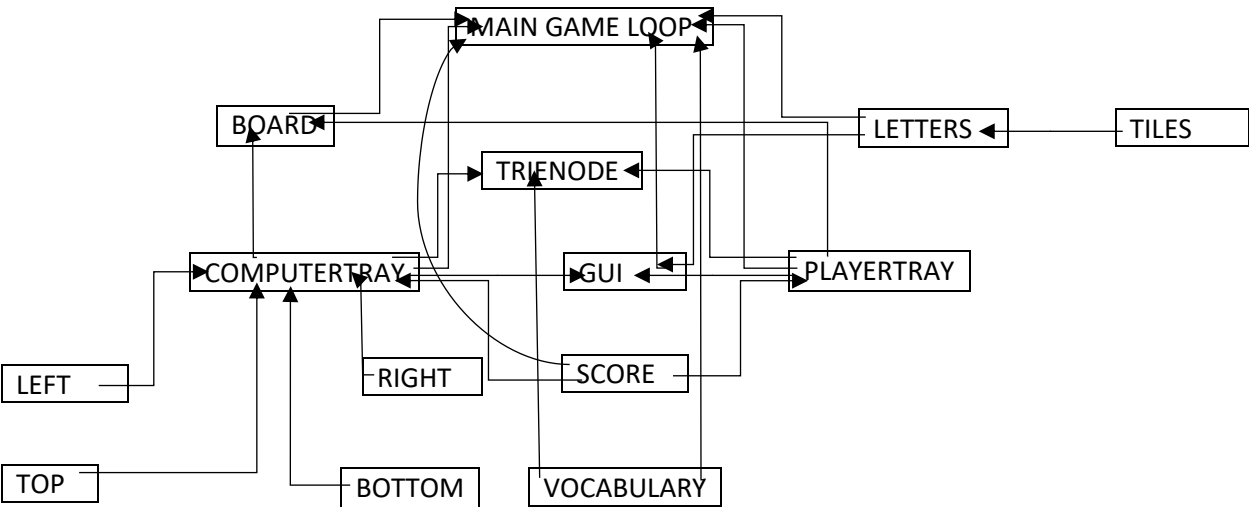# DESIGN

DESCRIPTION

MAIN GAME LOOP: Controls the game, brings together Vocabulary, TrieNode, Score, Letters, PlayerTray, ComputerTray and Board.

PLAYERTRAY: Handles the scoring of the player, makes the GUI appear using the class Board and checks the validity of words using class TrieNode.

COMPUTERTRAY: Handles the scoring of the computer, makes the GUI appear using the class Board and checks the validity of words using the classes left, right, top and bottom, using class TrieNode.

BOARD: Uses a double array, real and fake, to make a board which contains information on how to make a GUI.

GUI: Displays the board, shows blocks which are 2 multipliers, 3 multipliers, shows score of player and computer.

TRIENODE: Stores the words of a dictionary using the trieNode data structure.

VOCABULARY: Dictionary used in the game.

SCORE: Calculates the score of player and computer.

LETTERS & TILES: Stores the information(frequency, score) of alphabets used in the game.

LEFT & RIGHT & TOP & BOTTOM: Computer scans board to find a move in these classes.