## Wordle UML Class Diagram

## **Wordle Logic**

- result : string

rows : list<string>[6]attempts : int = 0

- guessed : bool

+ chooseResult(string result)

+ processInput(int key)

+ submitRow() : list<int>

## **Color Codes**

0: GRAY

1: YELLOW

2: GREEN

## GUI

- + getKey() : int
- + showRowColors(list<int>)
- + guess()