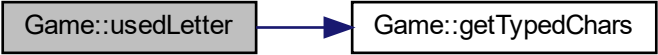


Game::usedLetter



```
graph LR; A[Game::usedLetter] --> B[Game::getTypedChars]
```

A diagram showing a call from the `Game::usedLetter` method to the `Game::getTypedChars` method. The `Game::usedLetter` box is shaded gray, and the `Game::getTypedChars` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

Game::getTypedChars