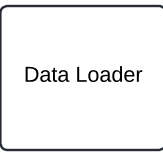
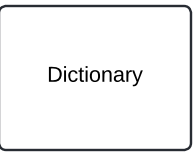
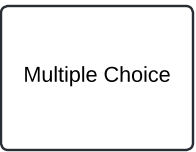
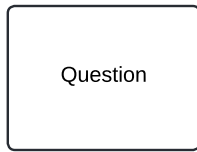
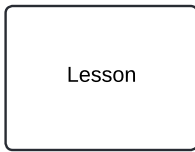
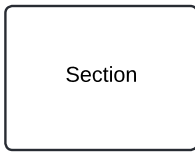




Actor



LanguageGame()

getInstance()

loadUsers()

loadLanguages()

login("username","password")

getUser("username","password")

User("username","password", UUID)

currentUser

setCurrentLanguage(SPANISH)

setCurrentLanguage(SPANISH)

Language(User)

currentLanguage

loadDictionary()

getAvailableSections()

getAvailableSections()

availableSections[]

availableSections[]

startSection(section)

startSection(section)

Section()

getAvailableLessons()

getAvailableLessons()

availableLessons[]

availableLessons[]

startLesson(lesson)

getLesson(lesson)

Lesson()

currentQuestion

currentQuestion

answerQuestion()

getQuestion("multiple choice")

MultipleChoice(ArrayList<Word> answerChoices, Word answer)

multipleChoiceQuestion

setUserAnswer(Word)

userAnswer

isCorrect() boolean

answerQuestion prompts the user to enter their answer, then calls on setUserAnswer, then uses the methods in Question to award points, check for correctness, etc.

isCorrect would give the answer to the AnswerQuestion method and the answerQuestion would tell the UI whether they got it right or wrong. Before isCorrect the Question would have to do some answer processing and displaying with the other methods

