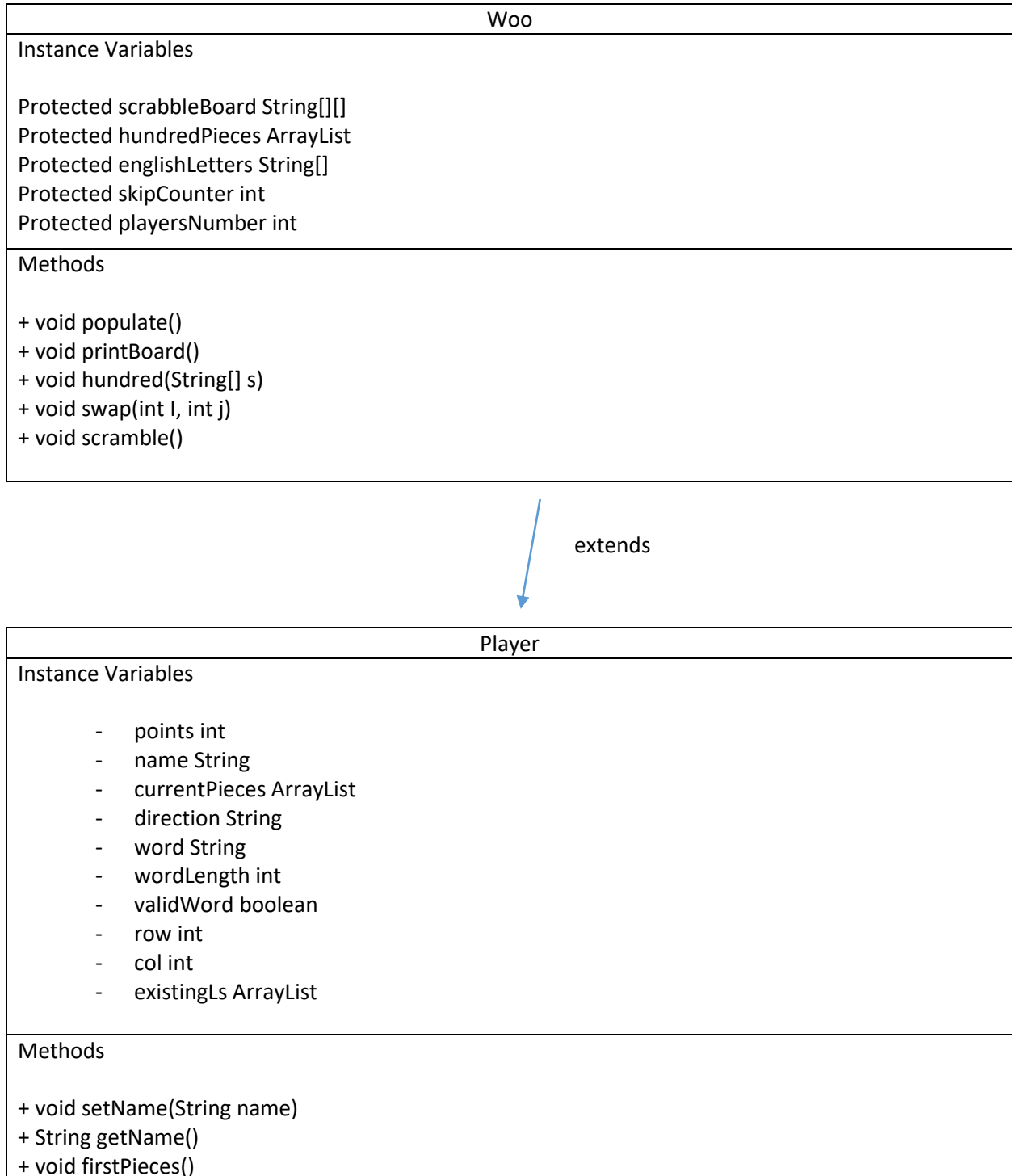


UML Diagram
Scrabble



- + void draw()
- + void existingLetters(String inputWord)
- + boolean letetrChecker(String inputWord)
- + void firstWord()
- + boolean getOrCheckAboveOrBelow(int row, int col)
- + boolean getOrCheckRightOrLeft(int row, int col)
- + String addUDRLLetter1(int row, int col, String localWord)
- + String addUDRLLetter2(int row, int col)
- + String addLetter(int row, int col)
- + void input()
- + int pointsCalculator(String inputWord)
- + int boardPts(int tempRow, int tempCol, int oPoints)
- + int boardPts1(int tempRow, int tempCol, int fixedRow, int fixedCol, int points, Sting inputWord)
- + void pointsAdd()
- + int getPoints()
- + void shuffle()

Dictionary

Methods

- + boolean wordChecker(String s)