APCS1 pd5

UML Diagram Scrabble

Instance Variables Protected scrabbleBoard String[][] Protected hundredPieces ArrayList Protected englishLetters String[] Protected skipCounter int Protected playersNumber int Methods + void populate() + void printBoard() + void hundred(String[] s) + void swap(int I, int j) + void scramble()

Player



Instance Variables

- points int
- name String
- currentPieces ArrayList
- direction String
- word String
- wordLength int
- validWord boolean
- row int
- col int
- existingLs ArrayList

Methods

- + void setName(String name)
- + String getName()
- + void firstPieces()

- + 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	
hadaan wardChadkar/String s)	
+ boolean wordChecker(String s)	