Detail is shown in README.txt Rack Square Tile Player Bag Game Move Board Word addTile(Hash<tile,location>) iteration getTile() tile[] addTile(location,tile) setSquare(tile)(including make square.tile = tile, square.empty = false) iteration calculateScore() getPorperty() getProperty() wordTimes and tileTimes wordTimes and tileTimes getValue() getTile() getTileValue() Value value totalScore value endMove() checkSpecialTile (Hashmap < tile, location >) getBoardSpecialTile (location) getSpecialtTile() specialTile specialTile specialTile takeAction(specialTile) setScore(totalScore) refill() getNextRound() getTile(emptyNum) tile