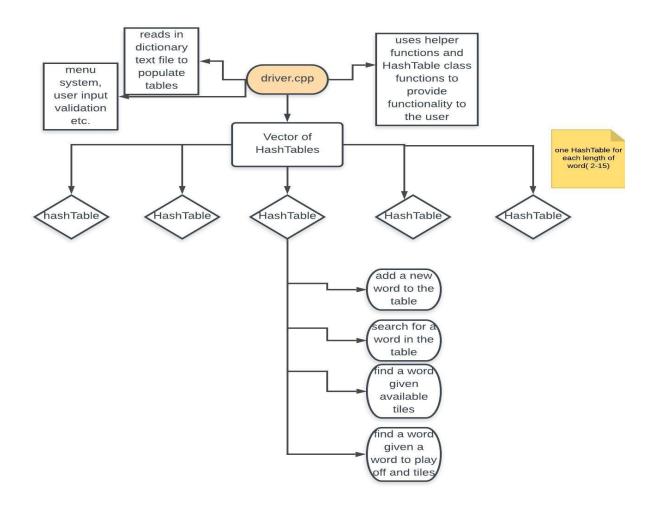
For our project the overall data structure we chose to utilize were hash tables. Our project was focused on being able to utilize a large scrabble dictionary in order to help people make the best moves in scrabble. This led us to a hash table because the primary use of the table is for lookups and well implemented hash tables can have the fastest lookup times. We implemented it by having a vector of hash tables where each index in the vector holds a separate hash table corresponding to a different word length. We chose to have a vector of hash tables because we thought it should reduce collisions since words of different lengths may be more likely get hashed together, and it allows us to lookup length 7 words quicker since using all your tiles is always the best move.

The only code that is not our own was taken here:

https://stackoverflow.com/questions/127704/algorithm-to-return-all-combinations-of-k-elements-f rom-n

We had to use a combination function to get all combinations of a string.

The poster of the code : Matthieu N. credits a http://marknelson.us



Example output:



```
Enter the word you would like to check:
Altomare
ALTOMARE is not a valid word
-----Main Menu-----
1. Enter new tiles
2. Get best word
3. Check if word is valid
4. Play off of other tiles(perpendicular)
5. Play off of another word(parallel)
6. Score tracker
7. Quit
Enter all tiles that you can play off of as a single string of characters:
abcd
Playing off of the letter A:
ZAX is the best word to play.
Playing off of the letter B:
JAB is the best word to play.
Playing off of the letter C:
CAZ is the best word to play.
Playing off of the letter D:
ADZ is the best word to play.
-----Main Menu-----
1. Enter new tiles
2. Get best word
3. Check if word is valid
4. Play off of other tiles(perpendicular)
5. Play off of another word(parallel)
6. Score tracker
7. Quit
Enter the word you would like to play off of:
HEX is the best word you can play
-----Main Menu-----
1. Enter new tiles
2. Get best word
3. Check if word is valid
4. Play off of other tiles(perpendicular)
5. Play off of another word(parallel)
6. Score tracker
7. Quit
Goodbye!
```