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A&O

Since the Wordle.java program keeps track of a set of candidate words from the dictionary, some analysis of these words could be used to determine the value of some guesses compared to others. Because of the game’s design, each guess allows words to be eliminated from the pool of possibilities by determining which letters are and are not in the word. Therefore, each time a letter is guessed correctly, all the words without that letter are eliminated and all the words left over have at that letter in common. I think the key to suggesting which word should be used for the next guess lies in identifying the commonalities between the remaining words. As the user guesses more letters correct, the remaining words begin to have more in common. This fact can be exploited by categorizing the remaining words based on common letters.

If the words are somehow categorized based on the letters they have in common, it would be most effective to pick the largest of these groups and choose a word within it. If the word that you chose is in that group, all the words in all the other groups are eliminated. If the word you chose is not in the group, the largest group will be eliminated and there will be a significantly smaller pool of words to choose from. In each of these cases, the pool of possible words will be greatly reduced.