CSC 335 Wordle UML Diagram

controller_view

Letter -extends Button

+ backgroundColor:String
(backgroundColor will just be the javafx string aka
"-fx-background-color: #ff0000; ")
+ font:Font
+text:String
+canClick:Boolean
+buttonSize:int

+ Letter(String text, Boolean isKeyboard)
- changeBackgroundColor(String color
- changeFont(Font font)
-changeText(String text)
(Font has info like font color, size, and type).
+ isKeyboard(Boolean bool)
(sets all required instance variables like
buttonSize and canClick, and initializes color and
font)
+wrongPlace(Boolean bool)
//sets color to orange, etc
+notFound(Boolean bool)
//sets color to dark gray
+correctPlace(Boolean bool)
//sets color to green

StatisticsDisplay

- loadUser():void

KeyboardDisplay extends Gridpane

- loadKeyboard():void
+registerHandlers();

WordDisplay extends HBox

+ word:type
+currentCol:int
+letters:ArrayList<Letter>

- loadLetters():void
//initialize letters with a loop and store in
array
+getCurrLetter():Letter
//returns void if currCol = 0

BoardDisplay extends VBox

+currentRow:int
+words: ArrayList<WordDisplay>

- loadRows():void
+getCurrWord(): WordDisplay
//returns void if currRow = 0

WordleGUI

+mainPane: BorderPane()
+guessPane:BorderDisplay()
+keyboard: KeyboardDisplay()
+statistics: StatisticsDisplay()

+main()
-start()
-readFile()
-writeFile()
-showscreen()
-eventHandler()

model

WordleUser

- wins:int
- losses:int
- winRate:double
-guesses: ArrayList<Guess>
-curGuess: String

+ getWins():int
+ getLosses():int
+ getWinRate():double
+ getAllGuesses(): ArrayList<Guess>
+ getCurGuesses(): String
+ addNewGuess(): void
+ addLetter(): void
- calculateWins(): void

Dictionary

- words:HashSet<String>

+ setWords(String fileName):void
+ getRandomWord():String
+ isValidWord(String word): Boolean

Word

- curDay:Date
- curWord:String

+ getCurDay():Date
+ getCurWord():String
+ checkNewDay():Boolean
- setNewDay(): void
- setNewWord(): void
+compareWord(Guess curGuess):
ArrayList<String>
- findLetter(String letter): String

Guess

- curGuess:String
- guessColors: ArrayList<String>
- guessNumber: int

+ setGuess():void
+ compareGuess():ArrayList<String>
+ getGuess():String
+ addGuess(): void
+ canGuess(): Boolean