Sequence1

Game | Player | Board-Referee | Board | Rack

How a move is validated

isValid(newTile[],newLocation[])

isValidLocation(Location loc)

True

isEmptyLocation(Location)

True

boardReferee.getNewWord()

String[]

boardReferee.checkWords(String[] words)

True

isContained(letter)

contains(letter)

True

True

useTile(String word)

removeTile(char letter)