playGame

+ int screen
+ Pimage img
+ BoardTile[][] board
+ Player player1
+ Player player2
+ Player currentPlayer
+ Tile adding
+ int numBackground
+ Trie dictionary
+ ArrayList <Tile> letters
+ void setup()
+ void draw()
+ void startscreen()
+ void gamescreen()
+ void gameoverscreen()
+ void mousePressed()
+ void startGame()

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OK

+	boolean	active
+	int	okxcor
+	int	okycor
+	final color	activeButton
+	final color	inactiveButton
+	string	word
+	void	initOKButton()
+	boolean	valid (int,int,int, int)
+	boolean	containsword (string)
+	boolean	overOK()
+	void	OK()

Tile

+	string	letter
+	int	pointval
-	boolean	endofword
+	int	fill
+	Tile()	
+	Tile (string)	
+	string	getLetter()
+	int	getValue()
+	boolean	isthistheEnd()
+	void	setEnd(boolean)
+	void	display (int,int)

option

+	int	optionswidth
+	int	optionsHeight
+	int	optionsx
+	int	optionsy
+	void	initOptions()
+	boolean	overOptions()
+	void	optionsPage()

Trie

-	Node	root
+	final char[]	alphabet
+	Trie()	
+	Trie (ArrayList<string>)	
+	void	addword (string)
+	void	addword (char[])
+	boolean	containsPrefix (string)
+	boolean	containsword (string)
+	Node	getword (string)
+	Node	getPrefix (string)
+	boolean	contains (char[], boolean)
-	Node	getNode (char[])
+	string	tostring()
+	int	sizeof()
+	int	sizeof (char[], Node)

Player

+	string	name
+	ArrayList<Tile>	hand
+	ArrayList<Tile>	current
+	int	firstX, firstY, lastX, lastY
+	int	score
+	Player()	
+	Player (string)	
+	void	give (Tile)
+	void	addcurrent (Tile)
+	ArrayList<Tile>	getHand()
+	ArrayList<Tile>	getCurrent()
+	void	addToScore (int)
+	int	currentsum()
+	string	getscore()
+	string	getName()
+	void	remove()
+	void	setup()
+	void	string()

words

+	Trie	createDictionary()

BoardTile

+ int multVal
+ boolean filled
+ string letter
+ string type
+ int xpos
+ int ypos
+ boolean clicked

+ final color PINK
+ final color DEFAULT
+ final color DARK_BLUE
+ final color LIGHT_BLUE
+ final color RED

+ BoardTile (string, int, int)
+ void full()
+ void tempfill()
+ int getX()
+ int getY()
+ void setLetter(Tile)
+ void remove()
+ int getMult()
+ boolean isFull()
+ string getLetter()
+ void display()
+ void draw()

InitGrid

+ void initGrid()

InitLetters

+ void initLetters()

Instruction

+ int instructionWidth
+ int instructionHeight
+ int instructionX
+ int instructionY
+ boolean overInstructions()
+ void initInstructButton()
+ void initInstructionsPage()

MovingTiles

+ int[][] tileLocations
+ int boardX()
+ void addTiles()
+ int boardY()
+ boolean over1()
+ boolean over2()
+ boolean over3()
+ boolean over4()
+ boolean over5()
+ boolean over6()
+ boolean over7()

Node

- character letter
- string value
- ArrayList<Node> children
- boolean isEnd
+ Node()
+ Node(char, string)
+ boolean addChild (character, string)
+ char getLetter()
+ string getValue()
+ Node getChild(char)

Node (continued)

+ boolean containsChild (char)
+ boolean equals(Node, char[])
+ boolean isWord()
+ void setIsWord(boolean)
+ string toString()
+ ArrayList<Node> getChildren()