



Description

Board Solver – Handles passing information about dictionary file and standard input to components responsible for computing the solution to a board. Also, outputs to standard output.

File Input – The dictionary file being passed in

TrieFileParser – Reads in a dictionary text file and generates a Trie from the information inside of it, return the root of the Trie to whatever other components need it.

TrieNode – A single node on the Trie, which represents a letter in the lexicon.

Board – The actual scrabble board holding the tiles and multipliers on it.

Tile – Represents information about a single tile on the board. Holds things like the letter and character or word multiplier.

Anchor – “Anchor” square on the board as described by the “Worlds Fastest Scrabble Program” paper. Used by the computer player to make move.

ComputerPlayer – Component responsible for finding the best move to play on a board given a board and a lexicon.

MoveInfo – Bundled package of information about the move the computer player made during its turn.