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Display
├── Board
│   ├── TileDisplay
│   │   └── BoardTile
│   └── Anchor
├── TilePile
├── Human Player
│   └── MoveInfo
└── Computer Player
    └── MoveInfo

TrieFileParser
└── TrieNode
```

Display → Board

Display → Human Player

Display → Computer Player

Board → TileDisplay

Board → Anchor

TileDisplay → BoardTile

Human Player → MoveInfo

Human Player → TrieNode

Computer Player → MoveInfo

Computer Player → TrieNode

TrieFileParser → TrieNode

Description

Display – Main driver for GUI display, also connects all of the other components together in one place.

Board – Represents the scrabble board, holds the tiles and multipliers on it.

TileDisplay – Canvas that draws an individual Scrabble tile.

BoardTile – 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 to make moves and by the player to verify their move.

TilePile – represents the place from which Scrabble tiles are drawn from.

HumanPlayer – Encapsulates what the player can do, such as skipping their move, placing something on the board, and submitting their move.

ComputerPlayer – Component responsible for finding the best move to play on the board algorithmically.

MoveInfo – Bundled package of information about the move either one of the players made during their turn.

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

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