

GuessWord API

Constructors:

GuessWord(String es)

Where *es* is the file name of the file that contains all of the words. Note that this file needs to be in the same folder as the java source code.

Methods:

public String getMysteryWord()

Returns a String that is a randomly chosen word from the file

public String getMysteryName()

Returns the name of the file up to the dot. For example for a file named "*fruits.txt*" this method would return the String "*fruits*"

public int getNumLetters()

Returns the number of letters in the randomly chosen word.