



Object Descriptions

WordSolver - Top level object. Provides entry point for program.

score - Primary method on WordSolver object. Takes LetterTray, Board, WordScorer, and WordTree objects as inputs. Produces list of all possible moves given tray and current state of board, and submits them to WordScorer to determine best move.

Board - Stores configuration of board, including board shape and multiplier locations. Tracks state of board, including tiles at all locations.

getPossibleMoves - Board method for getting list of all possible moves that can be played, given a specific tray of LetterTiles and the current state of the board

LetterTray - list-like object for storing a player's tiles

Move - encapsulates a single move, stored as a list of tiles and a list of corresponding board locations

WordScorer - object for calculating scores of Moves.

getBestMove - given a list of Moves and a Board, finds the top-scoring move by adding the scores of all component words (i.e. all words the move forms)

WordTree - tree structure for storing dictionary of words for easy lookup