# Model ~puzzle:Puzzle ~numMoves:number ~scoreCounter:number

+Model(info)

+victory:boolean

#### Coordinate

+row:number +column:number

# SwapType

~deltar:number ~deltac:number

#### Puzzle

~numRows:number

~numColumns:number
~syllables:Syllable[\*]
~selected:Syllable[0..2]
~previousMoves:Syllable[\*]
parentWords:string[\*][\*]

+Puzzle()
+hasWon():boolean
+isSwapValid():boolean
+initialize(syllables:Syllable[\*]):void
+swap(Syllable,Syllable)

# Syllable

+Syllable()

+contains(coordinate):boolean

## SyllablastApp

~drawingCanvas:Canvas
 ~scoreCounter:Label
 ~numSwaps:Label
 ~congratulations:Label
 ~swapButton:Button
 ~resetButton:Button
 ~undoButton:Button
 ~configurationButton1:Button
 ~configurationButton2:Button

+App(model:Model)

~configurationButton3:Button

#### SelectController

~model:Model ~app:SyllablastApp

+selectSyllable(e:MouseEvent):boolean

# SwapController

~model:Model ~app:SyllablastApp

+swapSyllables():boolean

#### ResetController

~model:Model ~app:SyllablastApp

+resetSyllablast():boolean +chooseConfiguration():boolean

### UndoSwapController

~model:Model ~app:SyllablastApp

+undoSwap():boolean