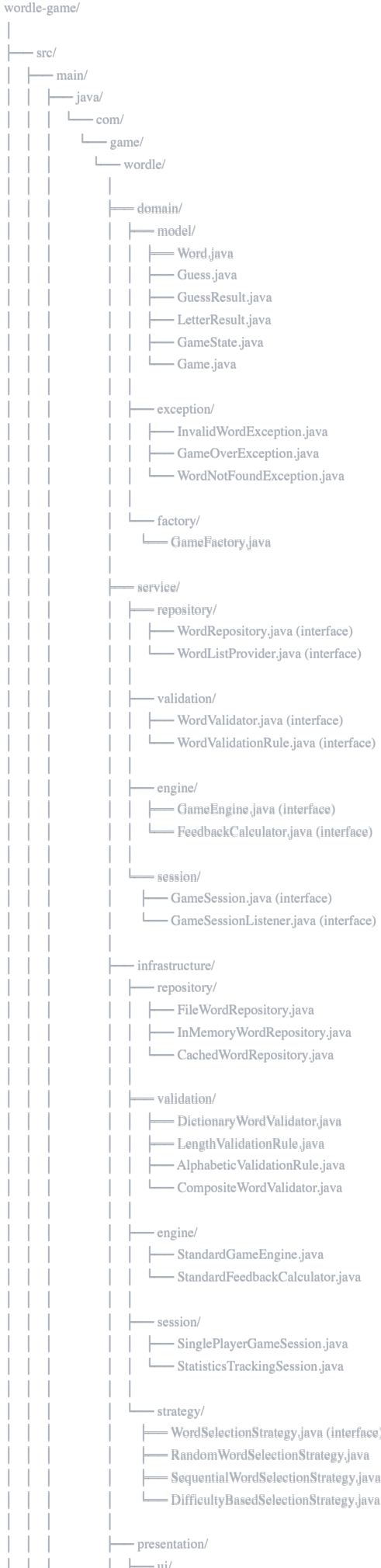
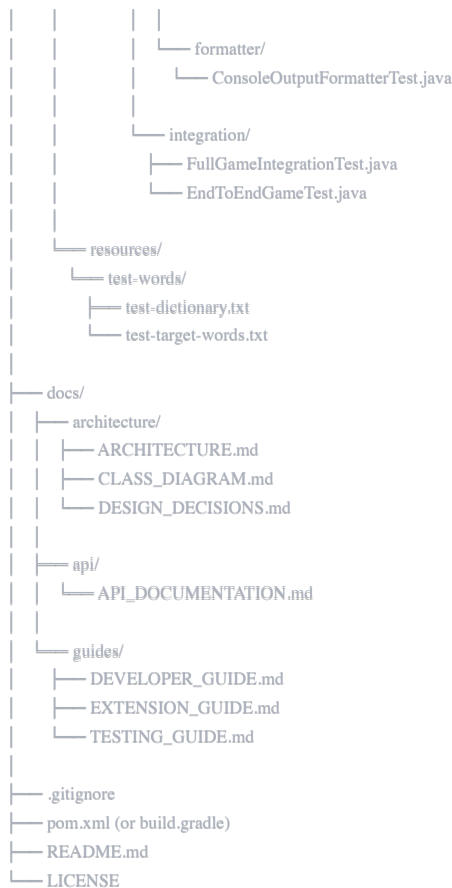


Wordle Game - Complete File Structure







Key Package Responsibilities

domain/ - Core Business Logic (Framework Independent)

- **model/**: Pure domain entities and value objects
- **exception/**: Domain-specific exceptions
- **factory/**: Object creation with business rules

service/ - Business Logic Interfaces

- **repository/**: Data access abstractions
- **validation/**: Validation strategy interfaces
- **engine/**: Core game logic interfaces
- **session/**: Game session management interfaces

infrastructure/ - Technical Implementations

- **repository/**: Concrete data access (files, memory, cache)
- **validation/**: Concrete validation implementations
- **engine/**: Game logic implementations
- **session/**: Session management implementations
- **strategy/**: Word selection algorithms

presentation/ - User Interface Layer

- **ui/**: UI abstractions and console implementation
- **controller/**: Application flow control
- **input/**: User input handling
- **formatter/**: Output formatting strategies

config/ - Application Configuration

- Configuration classes and builders
- Dependency injection setup (if using DI framework)

Design Benefits

1. **Clear separation of concerns** - Each package has a single responsibility

2. **Testability** - Easy to test each layer independently
3. **Extensibility** - New implementations can be added without modifying existing code
4. **Maintainability** - Easy to locate and modify specific functionality
5. **Framework independence** - Domain layer has no external dependencies
6. **GUI-ready** - Easy to add Swing/JavaFX UI by implementing GameUI interface