GameState

<<enumeration>>
GameState

+ NEW_GAME
+ GAME_IN_PROGRESS
+ GAME_WINNER
+ GAME_LOSER

- gameState

Wordle

- guessNumber : int
- secretWord : String
- lastGuess: String

+ Wordle()
+ main(args : String[]) : void
- decideOldOrNewWordBank(scnr : Scanner) : void
+ playNextTurn() : void
- printTurnResult() : void
+ isGameOver() : boolean

GuessEvaluator

- guessEvaluator

- secretWord : String
- currentGuess : String
- guessAnalysis : String

+ GuessEvaluator()
+ setSecretWord(secretWord : String) : void
+ analyzeGuess(guess : String) : String

- wordDictionary

TextProcessor

- wordMap : Map<String, Integer>
- dictionarySet : HashSet<String>

+ TextProcessor()
+ readInNovels(urlList : ArrayList<URL>) : void
- processTextAtURL(url : URL) : void
- processDictionary() : HashSet<String>
- isWordValid(word : String) : boolean
- getTotalUniqueWords() : int
+ printReport() : void
+ getSetOfWords() : Set<String>
+ writeListOfWords() : void

- textProcessor

WordDictionary

+ LIST_OF_TEXT_URLS : String[]
- wordSet : Set<String>
- wordList : ArrayList<String>

+ WordDictionary()
+ createWordDictionary(fileName : String) : void
+ generateNewWordSet() : void
+ addWordsToList() : void
+ getRandomWord() : String
+ checkGuess(guess : String) : boolean

User Wants to Play

NEW_GAME

Set up new game
Create words.txt
Print analysis of words

GAME_IN_PROGRESS — User makes a guess

Is game over?

No

Yes

Is game won?

Yes

No

GAME_WINNER

GAME_LOSER

Play again?

Yes

No