# UML Diagram

Class Library

- String input
- int WPM
- String genre
- String subgenre
- String title

- toString()
- get1d()
- get2d()
- get3d()
- searchTitle()
- printStats()
- printTime()
- randomBook()
- getWPM()

Class ReadBook

- Scanner book
- int page
- int wordCtr
- int sentenceCtr
- int userWPM
- int input

- read()
- next()
- back()
- goToPage()
- statsPrinter()
- findWord()
- pageMarker()
- returnToPage()
- wordCounter()
- wordLength()
- sentenceCounter()
- wordsPerSentence()

**UML Diagram**