System Design of Wordle

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<Before creating a UML diagram and starting code>

Game class in Wordle may be inherited from PlayGame, Statistics and Help classes. PlayGame may have Session and Guess classes. Session class needs to be connected with Dictionary class to get a word from the dictionary. Guess class stores user inputs until they correct the answer or finish six attempts.

Statistics class needs to know the result of the game. It will store numbers of wins or losses and number of attempts in which a user gets a correct answer.

Help class returns a string which explains how to play this game.