

Woo
<ul style="list-style-type: none">- InputStreamReader _isr- BufferedReader _in- int _wordCount- int _currentMaxPairs- ArrayList<String> _words- ArrayList<String> _clues- int _puzzlePick
<ul style="list-style-type: none">+ Woo()+ void newGame()+ void collectWordsC()+ void collectWordsW()+ void main(String[])

Puzzle (implements PuzzleMaster)
<ul style="list-style-type: none">- ArrayList<String> _clues- int _wordCount- ArrayList<String> _words- String[][] _outputArrAnswer- String[][] _outputArr- ArrayList<String> _correspondence- static String _alphabet- static final int GREEN- static final int YELLOW- static final int RED- static final int BLUE- static final int ITALICS- static final String RESET
<ul style="list-style-type: none">+ Puzzle()+ Puzzle(ArrayList<String>, ArrayList<String>)+ static int background(int)- static String color(int, int)- static String color(int, int, int)- static String color(int, int, int, int)

- + String toString()
- + void fillWords()
- + int longestWord(ArrayList<String>)

WSearch (implements PuzzleMaster)

- int _wordCount
- ArrayList<String> _words
- String[][] _outputArr
- String[][] _outputArrAnswer
- static final int GREEN
- static final int YELLOW
- static final int RED
- static final int BLUE
- static final int ITALICS
- static final String RESET

- + WSearch()
- + WSearch(ArrayList<String>)
- + static int background(int)
- static String color(int, int)
- static String color(int, int, int)
- static String color(int, int, int, int)
- + String toString()
- + void setWords(ArrayList<String>)
- + void fillWords()
- + void fillRand()
- + int longestWord(ArrayList<String>)

PuzzleMaster

- + void fillWords()
- + String toString()
- + int longestWord(ArrayList<String>)