

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

Puzzle (implements PuzzleMaster)
<ul style="list-style-type: none">+ int _wordCount+ ArrayList<String> _words+ ArrayList<String> _clues+ String[][] outputArr
<ul style="list-style-type: none">+ Puzzle()+ Puzzle(ArrayList<String>, ArrayList<String>)+ Puzzle(String[][])+ String toString()+ String[] setWords(String[])+ void fillWords()+ void sortWords()+ int longestWord(ArrayList<String>)

WSearch (implements PuzzleMaster)
<ul style="list-style-type: none">+ int _wordCount+ ArrayList<String> _words+ String[][] _outputArr
<ul style="list-style-type: none">+ WSearch()+ WSearch(ArrayList<String>)

<ul style="list-style-type: none">+ WSearch(String[][])+ String toString()+ String[] setWords(String[])+ void fillWords()+ void fillRand()+ void sortWords()+ int longestWord(ArrayList<String>)
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PuzzleMaster

<ul style="list-style-type: none">+ void fillWords()+ void sortWords()+ String toString()+ String[] setWords(String[])+ int longestWord(ArrayList<String>)
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