

Woo
<ul style="list-style-type: none">- InputStreamReader isr- BufferedReader in+ int wordCount+ int currentMaxPairs+ String[] words+ 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+ String[] words+ String[] clues+ String[][] outputArr
<ul style="list-style-type: none">+ Puzzle()+ Puzzle(String[], String[])+ Puzzle(String[][])+ String toString()+ String[] setWords(String[])+ void fillWords()+ void fillRand()+ void sortWords()

PuzzleMaster
<ul style="list-style-type: none">+ String[] words+ String[] clues

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