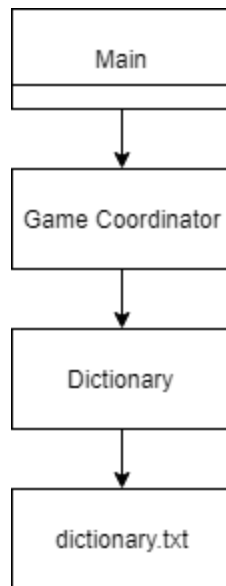


Boggle Version 1 Design Diagram
Luke Gehman



This version can take text input from the user (through a GUI) and check if it is contained in the dictionary for the game. The Game Coordinator is an instance of the GameCoordinator class, one of which is created and run() in the main method of the Main class. A GameCoordinator has a Dictionary object which can search the dictionary for the game (words in a text file) to see if a certain string is in it.

The GameCoordinator sets up the following GUI features:

- A Label

- A TextField which the user can write in.

- A Button labeled "Check" which will, when clicked, take the text from the TextField and call contains() from the dictionary with that String as an argument. If contains() returns true the label is updated to let the user know that word is in the dictionary.