

IMPLEMENTATIONS

- Implemented *IWordy* in *WordyImpl* class under *com.guidewire.wordy.impl* package
- Updated *WordyGame* to create a new *IWordy* implementation and pass it to *WordyFrame*
- Implemented *IWordInBoardValidator* in *WordInBoardValidatorImpl* class under *com.guidewire.wordy.impl* package
- Implemented *WordyImplTest* and *WordInBoardValidatorImplTest* Junit test cases and they are under *com.guidewire.wordy.test* package.

CHANGES

I have made the following changes to *WordImpl.java* and *BoardImpl.java* so that I can initialize the board with custom strings which helps to test the functionality. I have not included them in the interfaces they implement.

WordyImpl.java

```
public IBoard generateNewBoard(String[] boardStrings) {  
    board = new BoardImpl(boardStrings);  
    return board;  
}
```

BoardImpl.java

```
/**  
 * Initialize the board with given strings  
 */  
public BoardImpl(String[] boardStrings){  
    //In case of failure, assigns random strings  
    this();  
  
    //Perform sanity check on boardStrings, if it fails, call BoardImpl()  
    if(boardStrings.length != BOARD_ROWS){  
        return;  
    }  
    for(String s : boardStrings){  
        if(s.length() != BOARD_COLUMNS){  
            return;  
        }  
    }  
  
    //Assign strings to board  
    for(int row = 0; row < BOARD_ROWS; row++){  
        String s = boardStrings[row];  
        for(int col = 0; col < BOARD_COLUMNS; col++){  
            _cells[row][col] = s.charAt(col);  
        }  
    }  
}
```