

Woo.java

```
int level
int pointCtr
Display Foo
Values Boo
boolean flippedTophet
flip()
flipAll()
playTurn()
takeNotes()
instructions()
newGame()
main()
```

chooses to play game
chooses to see instructions
chooses to flip
chooses to take notes

Player

UML

Tophet

Flip

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· player can only see thru Display

· player's choice of tile
results in a flip

· level chosen is taken into acct.
· notes are stored

· player's choice of tile
results in notes

Display.java

```
int[][] gridDis
String[] ALPHABET
```

Display()

printAll()

populate()

findR()

findC()

· swapping of values
(tiles) from letters
into numbers

Values.java

```
int[] lineVal
int[][] gridVal
int[][] pointsVal
int[][] tophetVal
String allNotes
int product
```

Values()

calcProduct()

popLineVal()

popGridVal()

arrayColumnSum()

arrayRowSum()

popPoints()

arrayColumnTophet()

arrayRowTophet()

popTophet

*
x()
↑ is a helper
fxn of:
y()

* unused IV's/methods not shown