LandingModel

- currView: LandingView
- observers: ArrayList<Obserser>
- username: String

+ play(): boolean
+ getUsername(): String
+ logout(): boolean
+ leadboard(): boolean
+ registerObserver(observer: Observer): void

Word

- ogString: String
- chars: char[]

+ getChars(): char[]
+ toString(): String

<<enumeration>> Guess

GREEN
YELLOW
NONE

Board

- solution: Word
- guess: Word[]
- guessRemaining: int

+ getGuessRemaining(): int
+ checkWord(guess: Word): Guess[]
+ toggleDebug(): boolean
+ getSolution(): String

LoserModel

- currView: LoserView
- observers: ArrayList<Observer>
- username: String

+ play(): boolean
+ leaderboard(): boolean
+ back(): boolean
+ registerObserver(observer: Observer): void
+ deregisterObserver(observer: Observer): void
+ getUsername(): String

LoginModel

- userInput: String
- LoginView: currView
- observers: ArrayList<Observer>
- userList: ArrayList<String>
- users: Hashmap<String, int[]>

+ submitUserLogin(username: String, password: String): boolean
+ removeDebug(): void
+ passwordCheck(currUser: String, username: String, password: String)
+ submitUserRegister(username: String, password: String)
- createSalt(): String
+ getObserversLen(): int
+ hash(password: String, salt: String): String
+ registerObserver(observer: Observer): void
+ deregisterObserver(observer: Observer): void
+ getUserWinLoss(username: String): int[]
+ updateUserWinLoss(username: String, win: int, loss: int): void
+ updateUserData(username: String): void

Model

- currView: View
- username: String
- userInput: String
- observers: ArrayLists<Observer>
- board: Board
- guessCount: int
- guessList: String[]

+ submitUserInput(text: String): boolean
+ lose(): void
+ back(): boolean
+ registerObserver(observer: Observer): void
+ deregisterObserver(observer: Observer): void
+ getWordList(): HashSet<String>
+ getGuesses(): String[]
+ getSolution(): String

LeaderModel

- username: String
- currView: LeaderView
- observers: ArrayList<Observer>

+ back(): void
+ registerObserver(observer: Observer): void
+ deregisterObserver(observer: Observer): void
+ getTopUsers(): ArrayList<String>

VictoryModel

- currView: VictoryView
- observers: ArrayList<Observer>
- username: String

+ play(): boolean
+ leaderboard(): boolean
+ back(): boolean
+ registerObserver(observer: Observer): void
+ deregisterObserver(observer: Observer): void
+ getUsername(): String