

GUIDRIVER

title: TextField

guess: Text Area

username: TextField

password: TextField

board: Text Area

enter: Button

start(): void

display(): void

buildPanel(): void

registerHandlers(): void

displayGuess(): void

gameWon(): void

gameLost(): void

Account

username: String

password: String

numGuess: int

totalGuess: int

Account(): void

getUsername(): String

getPassword(): String

getNumGuess(): int

getTotalGuess(): int

getStats(): HashMap<>

registerWin(): void

registerLoss(): void

guess(): boolean

Wordle

dictionary: ArrayList<>

correctWord: String

isValid(): boolean

checkGuess(): boolean

correctTiles(): ArrayList<>

wrongTiles(): ArrayList<>

isWon(): boolean

isLost(): boolean