CHAPTER III
RESEARCH METHODOLOGY

3.1 Analysis
The research project begins by defining the Scrabble game version to be used. Each version of Scrabble has different rules. After that, analyze the problem and define the scope of this project. After that, observation of the rules of the specified version of Scrabble. Observations aim to find out how to solve the problem from the problem analyzed.

3.2 Data Collecting
Scrabble has data such as a set of words. The program should use algorithms and data structures optimal for word processing. The next process is to find and study the algorithms and data structures matched for word processing. After defining the right data structures and algorithms, then define the programming language that will be used. Right after that finding the source of the necessary data. In this project needed data such as a set of words.

3.3 Design
Once all the necessary data is complete, the last step before coding is to design a program structure to support the process. The program structure can be a flowchart for designing flow of the program. It is also in the form of class diagrams in order to support code the program.

3.4 Testing and Implementation
After the coding process is complete necessary testing and implementation to find bugs. Programs can be tested by trying on a computer scrabble game.