

The subject matter of the submitted thesis is a study of the board game Scrabble and its transfer to electronic form. The object of this thesis is to present possible and used approaches in implementation of Scrabble systems and to present and evaluate data structures and algorithms used in those systems. The implementation of the chosen approaches is a part of this thesis. After the brief introduction into the rules of Scrabble and initiatory problem's analyse there are presented data structures used for dictionary storage, move generating algorithms and possible approaches in game strategies. The practical part of this thesis deals with chosen approaches and reasons why they were chosen. At the end of this thesis there is a summary of possible contributions of developed system and its possible following expansions.