LEGEND

GGAG: GachaGameAppGui

JW: JsonWriter

JR: JsonReader

W: Writable

LOCC: ListOfCardCollections
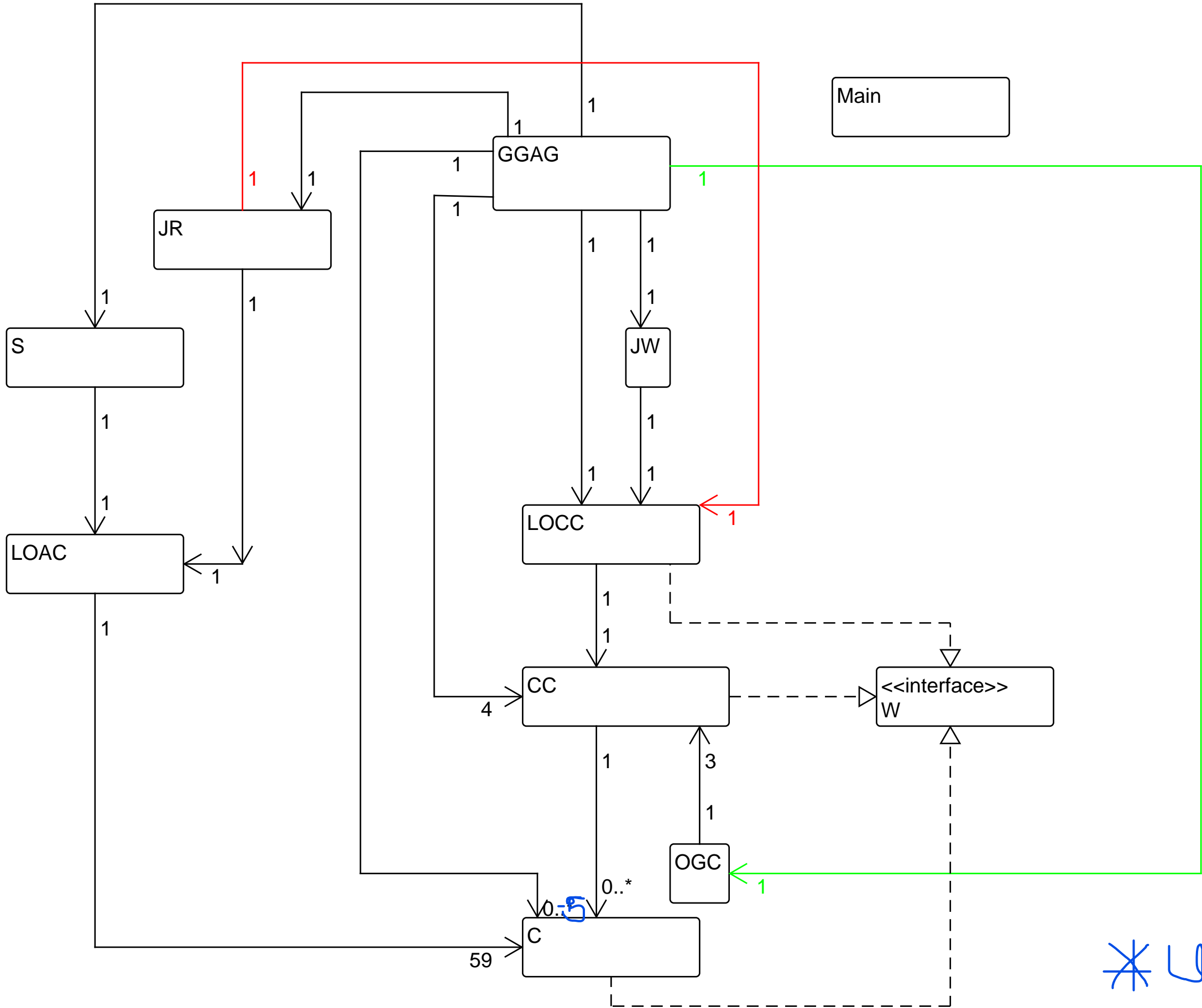
CC: CardCollection

C: Card

LOAC: ListOfAllCards

OGC: OrderGivenCollection

S: Summoning

Note..

GachaGameApp class is not included here

because it is the console version of my

project, which we were supposed to delete,

but I kept it for future reference. Regardless,

GachaGameApp has exactly the same class

relationships as GachaGameAppGui.

Note..

I color-coded some arrows where they

criss-crossed other arrows, to avoid confusion

*Uml with both on next page.

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Main
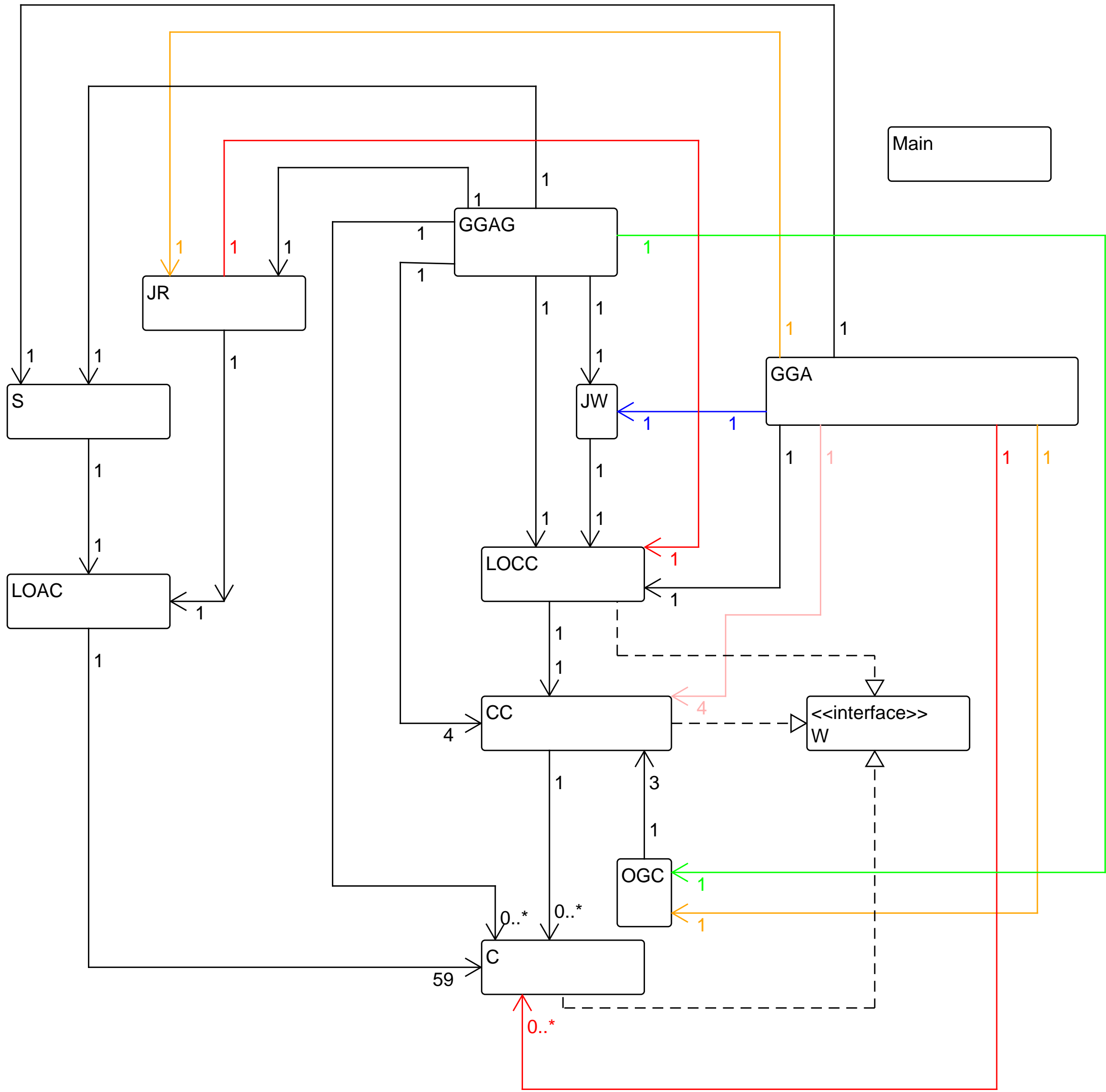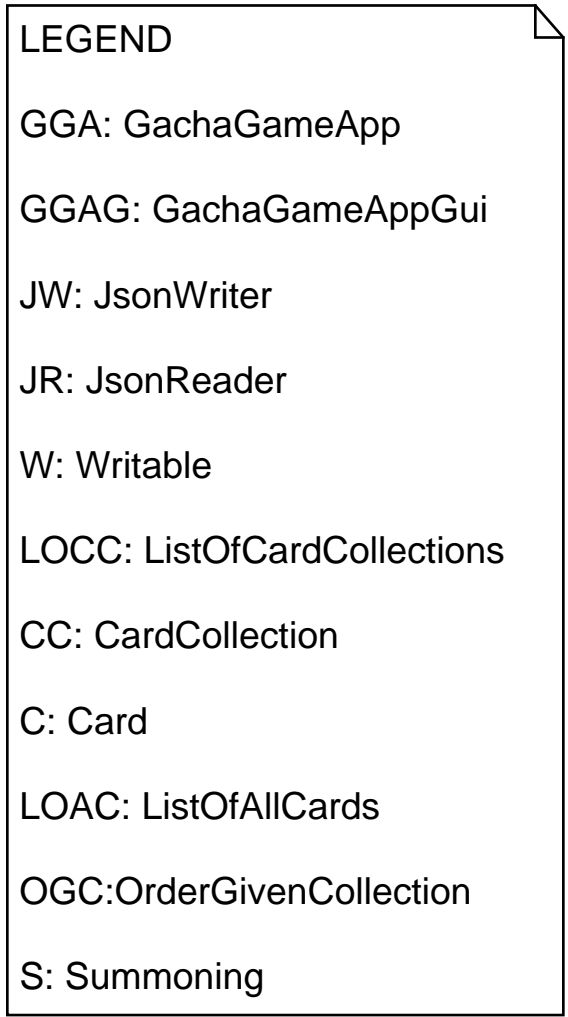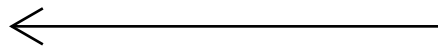
Note..

This is what the uml looks like with GachaGameApp

included in it (just to be safe).

Note..

I color-coded some arrows where they

criss-crossed other arrows, to avoid confusion

(as much as possible)

GGAG

JR

S

LOAC

GGA

JW

LOCC

CC

<<interface>>
W

OGC

C

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