



NOTES:

- MinMaxRandom is omitted from the UML intentionally, as it is simply a wrapper class for randoming between 2 specific values
- Exceptions are also omitted as they provide no meaningful information about the design
- Multiplicity is on the side of the multiple
- Main is omitted as it provides nothing useful about the design
- Private methods are omitted as they provide nothing useful about the design but rather the implementation
- Getters and setters are omitted due the use of properties