GuessHowManyApplication game +void main(String[] args) +turnNumber +winAlert() +loseAlert() +choiceAndTurnAlert() +void turn() +int getTurnNumber() +void setTurnNumber() initializer entities +name +openGame() +stick +closeGame() +choosingAStick() +String getName() +int getStick() +void setName() +void setStick()

master

- +master(String name, String stick)
- +wrongChoiceAlert()
- +goodChoiceAlert()
- +introAlert()
- +outroAlert()
- +closePlayerChoiceAlert()
- +chargeSystemAlert()

player

+player(String name)