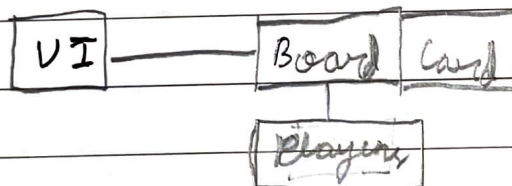


Object Oriented Analysis

On thorough analysis of this project, I think that the main objects in this system are the User interface, Board, Card, and Player. The User interface is the front end dealing with user interaction. The Board would be the real back end responsible for actually running the game. Board would contain a grid of Card objects. Each Card would store the image and state of the card: whether it is flipped or not. The Player class is responsible for storing the score of all the players and finding the winner and printing out the leaderboard.



Object Oriented Design

