Object Oriented Analysis On thorough analysis of this project, I think that the main objects in this system are the User interface, Board, Condy, and Players, The Uper interface is the pront end dealing with your interaction. The Board would be the real back and responsible for actually running the game. Board would contain a grid of Could objects, tach Could would store the image and state of the cord: whether it is flipped or not. The Reagen close is responsible for storing the score of all the playing and finding the winner and frinting out the Board Card

leaderboard

Object Oriented Design

		V
	VI	12 1
-	- Board board	- Card [][] board
		- Player player List
	+ main ()	and the principle and
	- homePagel)	+ Board ()
	- start Game ()	+ create Player List ()
	- game Over ()	+ get Next Blayer()
	- delete Widgets ()	+ updateScore()
		+ getWinner()
		+ get Score Board ()
		+ make Grid
		+ get()

Card	Players
- String card Design	-int[] years
- String imag	- int player Turn
- String tile	
+ Boolean Hip	+ Playery ()
- Boolean nemoved	+ get Neut Player ()
	+ update Score()
+ Count ()	+ getWinner()
+ get Card Design()	+ getScore Board ()
+ get Ing ()	
+ flip (and ()	
+ removed ()	
+ remove ()	
- flipped ()	
Payan 1	