

## Klassenübersicht in UML-Notation:

<b>Dice</b>
<ul style="list-style-type: none"><li>- displayTime : unsigned int</li><li>- ledPins : unsigned char[]</li></ul>
<ul style="list-style-type: none"><li>+ Dice(unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char)</li><li>+ init(unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char) : void</li><li>+ setDisplayTime(int) : void</li><li>+ reset() : void</li><li>+ show1() : void</li><li>+ show2() : void</li><li>+ show3() : void</li><li>+ show4() : void</li><li>+ show5() : void</li><li>+ show6() : void</li><li>+ showNumber(int) : void</li><li>+ animation(int) : void</li></ul>