

UML Class Diagram

Activity

Program
RGen: Random
Main(): void PlayGame(int [], int [], bool, int, int): void RemoveNumbersUsed(str, int, int []): void UpdateTargets(int [], bool, int): void CheckNumbersUsedAreAllInNumbersAllowed(int [], str [], int): CheckValidNumber(str, int): bool DisplayState(int [], int [], int): void DisplayScore(int): void DisplayNumbersAllowed(