## Player

-name: String
-wonGames: int
-isReel: boolean

+Player()
+Player(name:String)
+getName(): String
+getWonGames(): int
+addWonGames(): void
+choseNumberOfStones(remainingStones:int): int
+isReel(): boolean

## Computer

+Computer()
+choseNumberOfStones(remainingStones:int): int

## NimSpiel

-totalNumberOfGames: int
-totalNumberOfStones: int
-player: Player
-computer: Computer

+NimSpiel()
+printRules(): void
+printStatistics(): void
+randomNumberOfStones(): int
+startGame(): void
-gameLoop(player:Player,computer:Computer): void
-validPlayerName(): String

## Main

+main(args:String[]): void