

UML Class Diagram	
+	GuessingGame
+	<u>getGuessingGame()</u>
+	<u>getPlayer()</u>
+	<u>setGuessingGame(GuessingGame newGame)</u>
-	<u>setPlayer(Scanner newPlayer)</u>
-	<u>GamePlayer()</u>
-	<u>setLargestPossibleNumber(int number)</u>
-	<u>play()</u>

Legend	
+	Public
-	Private
	Package
#	Protected

Data Table - GamePlayer		
Variable	Type	Purpose
guessingGame	GuessingGame	References the GuessingGame class
player	Scanner	Accepts inputs from the player

Data Table - setGuessingGame		
Variable	Type	Purpose
newGame	GuessingGame	Creates a new game

Data Table - setPlayer		
Variable	Type	Purpose
newPlayer	Scanner	Sets the scanner to the function setPlayer

Data Table - GamePlayer		
Variable	Type	Purpose
option	int	Default menu choice
easyModeToPass	boolean	Helps determine if game is easy or hard
upperBound	int	the upper bound of the randomly generated number

Data Table - play		
Variable	Type	Purpose
option	int	default option for menu
tempState	int	Determines if game continues to run