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UML Class Diagram
+ PlayGame
+ inputFile: File
+ outputFile: File
+ scan: Scanner
+ write: PrintStream
+ object: Set[]
+ operation: char
+ index: int
+ secondIndex: int
+ value: Int

Data Table - main		
Variable	Type	Purpose
inputFile	File	Sets the input file, where the program will obtain its instructions
outputFile	File	The file where the program will send its results
scan	Scanner	Scans the input file
write	PrintStream	The method that is called to save the information into the output file
object	Set[]	The object that will be manipulated
operation	char	Determines the action the program will do
index	int	Used as an index in for and while loops
secondIndex	int	Used as an index in for and while loops
value	int	The stored value from the input text