```
-name: String
                   -numSuccessfu
                   -numSuccessfu
                   +<<constructo
                  +getName(): S
                   +getPlayerSta
        Leaderboard
-leaderboard: List<Player>
-<<constructor>> Leaderboard()
+getInstance(): Lederboard
+sort()
+getTopTen()
-loadAllPlayerStats()
```

P

```
layer

IlGames: Integer

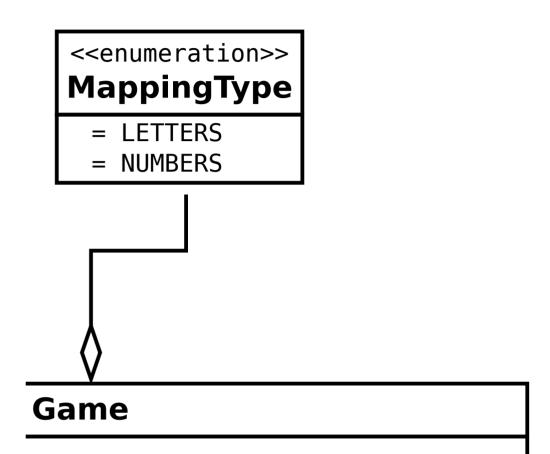
IlGuesses: Integer

Ir>> Player()

Itring

Its()
```

```
-currentMapping : String
-SolutionMapping: String
-cryptogram: String
+<<constructor>> Game(play&
-generateCrypto(mappingTyp&
+mapLetter()
+removeLetter()
+Hint()
+Save()
+Load()
+giveUp()
+updatePlayerStats()
+exit()
```



er:Player,mappingType:MappingType)

e:MappingType)

+showFreq()