RandomPlayer -generator: Random +RandomPlayer(name: String) +RandomPlayer(name: String, seed: long) +getMove(pileSizes: int[]): int[] Player -name: String #Player(name: String) +qetName(): String +getMove(pileSizes: int[]): int[] +notifyIllegalMove(moveInfo: String): void +notifyOpponentMove(name: String, move: int[]): void +notifyWin(): void +notifyLose(): void HumanPlayer -keyboard: Scanner +HumanPlayer(name: String, keyboard: Scanner) +getMove(pileSizes: int[]): int[] +getUserInput(prompt: String): int +notifyIllegalMove(moveInfo: String): void +notifyOpponentMove(name: String, move: int[]): void

+notifyWin(): void
+notifyLose(): void

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Piles
      -sizes: int[]
      +Piles(initSizes: int[])
      +qetSizes(): int[]
      +removeObjects(move: int[]): void
      +isEmpty(): boolean
                      Nim
-currentPlayer: Player
-waitingPlayer: Player
-piles: Piles
-winner: Player = null
-loser: Player = null
+Nim(p1: Player, p2: Player)
+Nim(p1: Player, p2: Player, initSizes: int[])
+getCurrentPlayer(): Player
+getWaitingPlayer(): Player
+qetPileSizes(): int[]
+qetWinner(): Player
+qetLoser(): Player
+takeTurn(): void
+checkGameOver(): void
+swapPlayers(): void
+play(): void
```