Use Case Diagram

**Data Base**

Interactive Diagram

**Number Guessing Game App**

**Player**

+id : int

+name : string

+lastName : string

+email : string

-userName :string

-password :string

**Guess**

+id : int

+question : string

+low : string

+medium : string

+high : string

**Player\_guess**

+GenerateNnumber()

+CheckGuess ()

+ GiveHint ()

+ RestartGame ()

Flow Chart

**NUMBER GUESSING GAME APP**

Number = 20

Start Game

Guess the number

Guess =input

Guess==

number

incorrect

Correct

Game over

false

True

Sequence Diagram

Player

Display result

Welcome Home

Guess Number

Enter Account details

Show result (False/True)

Click Register Button

Number Guessing GameApp

Game

Play game (): void

Database

Manage database: string(query

User

+Username: string

+Password :string

Register

+registeruser: string

Password: string) Boolean

Authentication

Logindetails

Username: string

Password :string

association

Class Diagram