

GameData
lowerBound: int # upperBound: int # answer: int # guess: int
+ GameData() + GameData(lowerBound: int, upperBound: int) + setLowerBound(newLowerBound: int): void + getLowerBound(): int + setUpperBound(newUpperBound: int): void + getUpperBound(): int + setAnswer(newAnswer: int): void + getAnswer(): int + setGuess(newGuess: int): void + getGuess(): int + toString(): String



Game
- guessesMade: int - closestHigh: int - closestLow: int
+ Game() + Game(lowerBound: int, upperBound: int) + getGuessesMade(): int + setClosestHigh(newGuess: int): void + getClosestHigh(): int + setClosestLow(newClosestLow: int): void + getClosestLow(): int

Responses
- responses: String[] <u>LOW_GUESS</u> : int <u>HIGH_GUESS</u> : int <u>CORRECT_GUESS</u> : int
- Responses() + getResponse(): String

DisplayResults
<ul style="list-style-type: none">- totalGuesses: int- lowerBound: int- upperBound: int
<ul style="list-style-type: none">+ DisplayResults()+ incrementTotalGuesses(): void+ setTotalGuesses(newTotalGuesses: int): void+ getTotalGuesses(): int+ setLowerBound(newLowerBound: int): void+ getLowerBound(): int+ setUpperBound(newUpperBound: int): void+ getUpperBound(): int+ toString(): String