

CS 230 Project One Milestone UML Diagram Text Version

Instructions

This document contains underlined text and symbols used in code. If you use a screen reader, please adjust your screen reader verbosity settings.

This UML Class Diagram shows four rectangles (or classes).

GameService Class

A class titled GameService is divided into three horizontal rows.

GameService
-games: List<Game> -nextGameId: long -nextPlayerID:long -nextTeamID:long -instance: GameService (static)
-GameService() (private) +getInstance(): GameService + addGame(name: String): Game + getGame(index: int): Game + getGameCount(): int

Game Class

A class titled Game is divided into three horizontal rows.

Game
-id: long -name: String
+ getId(): long + getName(): String + toString(): String

A straight horizontal line connects the “GameService” class to the “Game” class and is denoted with “0...*”.

ProgramDriver Class

A class titled ProgramDriver is divided into three horizontal rows.

ProgramDriver
+ main()

SingletonTester Class

A class titled SingletonTester is divided into three horizontal rows.

SingletonTester
+ testSingleton()

A straight horizontal line with a closed arrow points from the “ProgramDriver” class to the “SingletonTester” class and is denoted as <<uses>>.