DartView

Attributes:
- frmDartGame : JFrame

Methods:
- + DartView()
- + main(String[]) : static void
- - initialize() : void

DartViewModel

Attributes:
- - _game : Game

Methods:
- + DartViewModel(Game)
- + getTurnNum() : byte
- + getPlayerNum() : byte
- + getPlayers() : ArrayList<User>
- + getScores() : ArrayList<Short>
- + getAverages() : ArrayList<Float>
- + getwinner() : User
- + addScore(short) : GameEvent

Game (abstract)

Attributes:
- # _info : GameInfo
- # turn_num : byte
- # player_num : byte

Methods:
- + Game(byte)
- + Game(User[])
- + addScore(short) : GameEvent
- + getInfo() : GameInfo
- + getTurnNum() : byte
- + getPlayerNum() : byte
- + getCurrentPlayer() : User

GameEvent (enum)
- GAMEOVER
- PLAYERBUSTED
- INVALIDSCORE

ClassicDarts (Game)

Attributes:
- - TARGET_SCORE : final short

Methods:
- + ClassicDarts(byte)
- + ClassicDarts(User[])
- + ClassicDarts(byte, short)
- + ClassicDarts(User[], short)
- + addScore(short) : GameEvent

GameInfo

Attributes:
- - _players : ArrayList<User>
- - total_scores : ArrayList<Short>
- - dart_counts : ArrayList<Short>
- - _winner : User

Methods:
- + GameInfo(User[])
- + getPlayers() : ArrayList<User>
- + getTotalScores() : ArrayList<Short>
- + getDartCounts() : ArrayList<Short>
- + getWinner() : User
- + setWinner(User) : void

User

Attributes:
- - _name : String
- - _id : int

Methods:
- + User()
- + User(String)
- + User(int)
- + getID() : int
- + getName() : String
- + setName(String) : void
- + isTemporary() : boolean