

The Sticks Game (taken from CSCI 4448, University of Colorado)

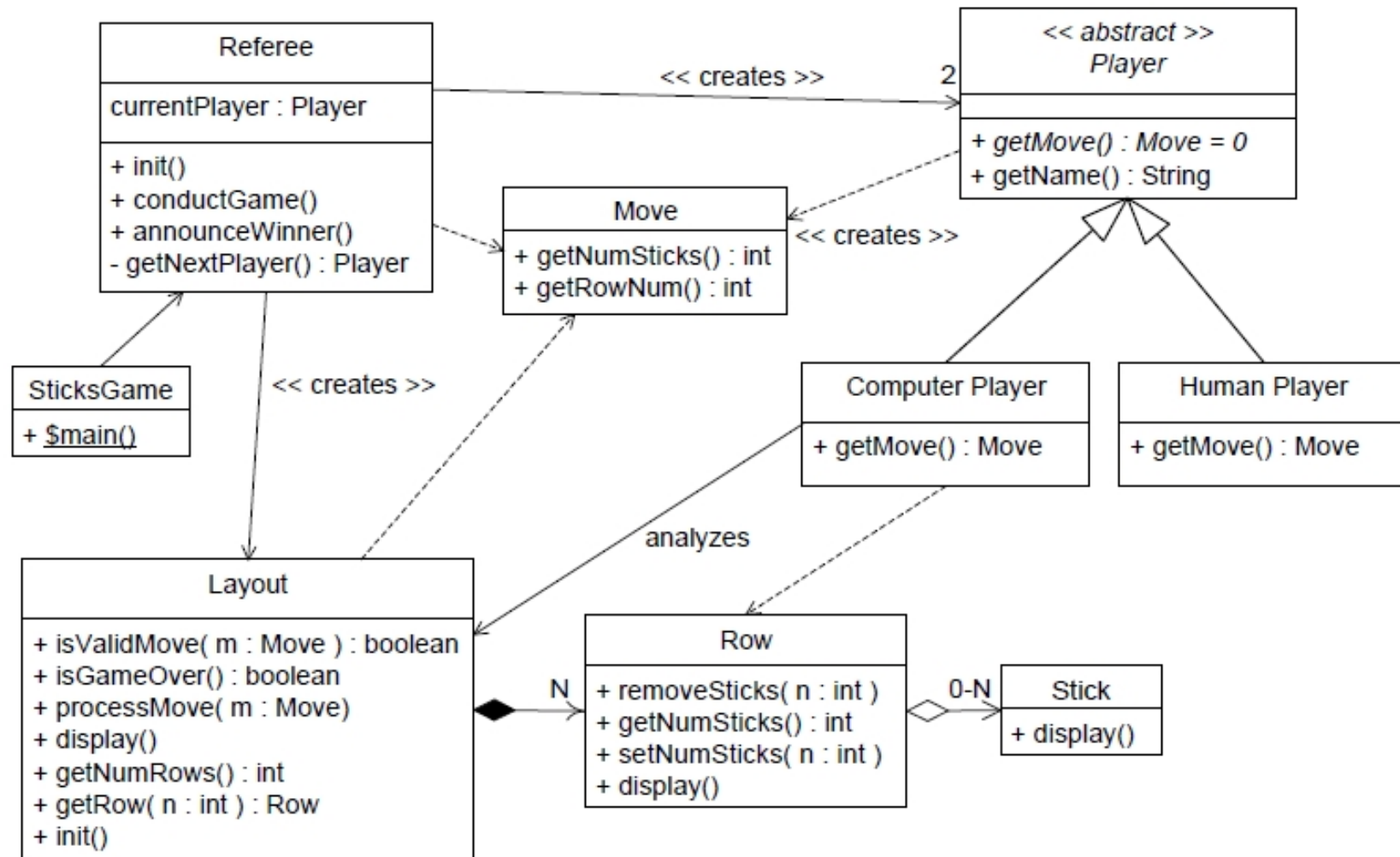
A program is to be written that allows two people to play a game against each other on a computer. The game consists of a layout with a number of sticks arranged in rows. When the game starts, they are arranged as shown here:

```
1: |  
2: | |  
3: | | |  
4: | | | |
```

Rules of the Game

- Players alternate turns.
- Players remove one or more sticks from any non-empty row.
- The player who removes the last stick loses.
- At the start of the game, and after each move, the program displays the state of the game, indicates which player is to move, and prompts that player for a row number and the number of sticks to remove from that row.
- The program tells the player when a specified move is invalid, allowing the player to try again.

Class Diagram for Sticks Game



Sequence Diagram for Sticks Game

