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+-----+
| PiggyBank |
+-----+
| - pennies : int |
| - nickels : int |
| - dimes : int |
| - quarters : int |
+-----+
| + PiggyBank() |
| + addPenny() : void |
| + addNickel() : void |
| + addDime() : void |
| + addQuarter() : void |
| + takeMoneyOut() : void |
| + getTotal() : double |
+-----+

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+-----+
| MySavings |
+-----+
| |
+-----+
| + main(args:String[]):void |
+-----+

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+-----+
| Bowler |
+-----+
| - name : String |
| - score : int |
+-----+
| + Bowler(n : String) |
| + getName() : String |
| + getScore() : int |
| + addToScore(s : int) : void |
+-----+

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+-----+
| Frame |
+-----+
| - throw1 : int |
| - throw2 : int |
+-----+
| + Frame() |
| + getThrow1() : int |
| + getThrow2() : int |
| + playFrame() : int |
+-----+

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+-----+
| BowlingGame |
+-----+
| - bowlers : Bowler[] |
| - numBowlers : int |
+-----+
| + BowlingGame() |
| + playGame() : void |
| + playFrameForBowler(b : Bowler) : void |
| + main(args : String[]) : void |
+-----+
```

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