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| **MegaMilionGui** |
| - computerNum[] : int - userNum[] : int - winningNum[]: int  - winningMega : int - computerMega : int - userMega :int |
| +MegaMilionGui ( ) +buildTopPanel () +buildCenterPanel () +buildBottonPanel () |

**The UML diagram for MegaMillions : 3 classes was use**

Compare.class; GameResult.class; MegamillonsGui.class

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| **Compare** |
| - array1 [] : int - array2 [] : int - count : int - numb1 :int - numb2 :int |
| +Compare (int[]:array1, int[]:array2, int:numb1, int:numb2 ) + compareArray () int; + compareMega ();Boolean; |

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| **GameResult** |
| - numb : int - bool : boolean - payRate []:double - array []:int |
| + GameResult (int: numb, Boolean:bool ) + showNumbers (int[]:ar, int :n) String; + showResult ();void |