ALGORITHM FOR THE GAME

// R001: A player walks into a casino and wants to play a game

// we need to create a Player and we need to create a GAME

Player p1 = new Player();

Game g1 = new Game();

// The player has been asked for their credentials which will be used in the game

Username = Name

// Welcome message and a prompt will be shown to the player whether they wants to play the game or not

Choice = Yes / no

If yes, sends the player to the game method.

If no, exits from the game

// Inside the game, player will be asked to choose a number between 1 to 100

// The Number must be [1 to 100]

Choice = Number of choice

Computer’s Number = Random

If Computer’s number is greater than player then computer wins the game else player wins

// The player can continue or exit on their discretion

Continue = Yes / No

If yes, player will be sent back to the game, else exit

UML DIAGRAM

