

PRG 105 002 Programming Logic
Programming Practice 10.2 Trivia Game – Class Diagrams
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Question
question_text correct_answer possible_answers
<code>__init__()</code> <code>set_question_text(text)</code> <code>set_correct_answer(choice_number)</code> <code>set_possible_answers(answer_dict)</code> <code>get_question_text()</code> <code>get_correct_answer()</code> <code>get_possible_answers()</code>

Player
name points
<code>__init__()</code> <code>get_name()</code> <code>get_points()</code> <code>set_name(new_name)</code> <code>set_points(new_points)</code> <code>add_one_point()</code>