PRG 105 002 Programming Logic

Programming Practice 10.2 Trivia Game – Class Diagrams

Julius Ranoa

|  |
| --- |
| **Question** |
| question\_text  correct\_answer  possible\_answers |
| \_\_init\_\_( )  set\_question\_text(text)  set\_correct\_answer(choice\_number)  set\_possible\_answers(answer\_dict)  get\_question\_text( )  get\_correct\_answer( )  get\_possible\_answers( ) |

|  |
| --- |
| **Player** |
| name  points |
| \_\_init\_\_( )  get\_name( )  get\_points( )  set\_name(new\_name)  set\_points(new\_points)  add\_one\_point( ) |