## **UML Class Diagram**

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## CreateFlashCard

- + question:string
- + answerNum:int
- + answerPhrase:string

- + setQuestion:(question : string) + makeAnswerNum: (answerNum : int) + makeAnswerPhrase:(answerPhrase : string) + getQuestion():string
- + getAnswerNum():int
- + getAnswerPhrase():int

## ReviewFlashCard

+ answer: boolean

- + checkAnswer():boolean + removeFlashcard(answer:boolean)