

<<utility>> Main

+ main(Args : String[]) : void

## Difficulty

- stealMultiplier : float {readOnly}
- rng : int {readOnly}

- ~ Difficulty(rng : int, stealMultiplier : float)
- + getRandomInt() : int
- + getRandomFloat() : float
- + getStealMultiplier() : float



## Parser

- difficulty : Difficulty

- + parse(Args : String[]) : void
- + getDifficulty() : Difficulty

















