# **UML Class Diagram**

|  |
| --- |
| Box |
| -label: int  -value: int |
| +Box(int)  +toString(): String  +setValue(int)  +getValue():int  +getLabel():int |

|  |
| --- |
| DisplayGame |
| +w1: JFrame  +myGamePanel: GamePanel() |
| +add(GamePanel)  +setSize(int,int)  +setVisible(boolean)  +setDefaultCloseOperation(int) |

|  |
| --- |
| Player |
| -pickedBox: Box |
| +Player()  +getBoxValue(): Int  +toString(): String |

|  |
| --- |
| Game |
| +b1, b2, b3, b4: Box  +bB1, bB2, bB3: Box  +player:Player  +Ototal: int |
| +Box(int)  +toString(): String  +setValue(int)  +getValue():int  +getLabel():int |

|  |
| --- |
| GamePanel |
| -b1,b2,b3,b4: Box |
| +setLayout(): FlowLayout  +addActionListener()  +setPreferredSize(int,int): Dimension  +setValue(int) |

|  |
| --- |
| JPanel |
| -boxButton1, boxButton2, boxButton3, boxButton4: JButton  -resultField: JTextArea |
| +add(): JButton |

<<extends>>