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Board
- deatBoard [][int]
+ << constructor >>
  Board ()
+ << destructor >>
  ~ Board ()
+ TurnoSingle (int, int, int, bool &)
+ TurnoDouble (int, int, bool &)
+ TurnoTrebble (int, int, bool &)
+ TurnoBall (int, bool &)

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Score
- gamesWon : int
- setWon : int
- matchesWon : int
- currentGameScore : int
+ << constructor >> Score ()
+ << destructor >> ~ Score ()
+ getGamesWon () : int
+ getSetWon () : int
+ getMatchesWon () : int
+ getMatchScore () : int
+ getGameScore () : int
+ setGamesWon (int) : void
+ setSetWon (int) : void
+ setMatchesWon (int) : void
+ setMatchScore (int) : void

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TurnoDecision
+ << constructor >> TurnoDecision ()
+ << destructor >> ~ TurnoDecision ()
+ TurnoDecision (int) : int
+ actualTargetHit (int, board,
  Player, TurnoDecision, bool &)

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Player
- name : string
- pBall : int
- pCater : int
- pSingle : int
- pDouble : int
- pTrebble : int
+ << constructor >>
  Player (string, int, int, int, int, int)
+ << destructor >>
  ~ Player ()
+ setName (string) : void
+ setBall (int) : void
+ setCater (int) : void
+ setSingle (int) : void
+ setDouble (int) : void
+ setTrebble (int) : void
+ setName (int) : string
+ getBall () : int
+ getCater () : int
+ getSingle () : int
+ getDouble () : int
+ getTrebble () : int

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Source
+ totalMatches : const int
+ totalSet : const int
+ totalTurnoPerTurn : const int
+ playerZeroTurn : bool
+ currentPlayer : int
+ winScore : int
+ trackPlayerScores [totalTurno] : int
+ playerOfFinalScore [totalSet+1] : int
+ myCount [totalSet+1] : int
+ playSet (int) : void
+ playMatch (int) : void
+ playGame () : void
+ main () : int

```