

Player

```
+ name: string
+ difficulty level: integer
+ limitations (preferences): string [ ]
+ correct answers: integer
+ wrong answers: integer
+ Points: integer

+ setName(name: string)
+ getName(id: integer)
+ setCorrectCountries( countries: string [ ])
+ getCorrectCountries(id: integer)
+ setWrongCountries( countries: string [ ])
+ getWrongCountries(id: integer)
+ setPoints(points: integer)
+ getPoints(id: integer)
+ getPosition(id: integer)
+ saveUserDB(user: User{ })
----optional methods----
+ getBestContinent(id: integer)
+ getBestSize(id: integer)
+ getBestLanguage(id: integer)
+ getBestPopulated(id: integer)
```

Country

```
+ name: string
+ capital: string
+ continent: string
+ costline: integer
+ currency: string
+ tld: string
+ elevation: integer
+ independence: integer
+ landlocked: integer
+ languages: string [ ]
+ expectancy: float
+ population: integer
+ religion: string
+ area: float
+ flag: Image
+ difficulty: integer
+ correct answers: integer
+ wrong answers: integer
```

```
+ setName(name: string)
+ getName()
+ setCapital( capital: string)
+ getCapital()
+ setContinent( continent: string)
+ getContinent()
+ setCostline(area: integer)
+ getCostline()
+ setCurrency(currency: string)
+ getCurrency()
+ setDomain(tld: string)
+ getDomain()
+ setElevation(elevation: int)
+ getElevation()
+ setIndependence(year: int)
+ getIndependence()
+ setLandlocked(landlocked: int)
+ getLandlocked()
+ setLanguages(lang: string [ ])
+ getLanguages()
+ setExpectancy(expec: float)
+ getExpectancy()
+ setPopulation(population: integer)
+ getPopulation()
+ setReligion(religion: string)
+ getReligion()
+ setArea(area: integer)
+ getArea()
+ setFlag(abbreviation: string)
+ setDifficulty(correctAnswers: int,
wrongAnswers: int)
+getDifficulty()
```