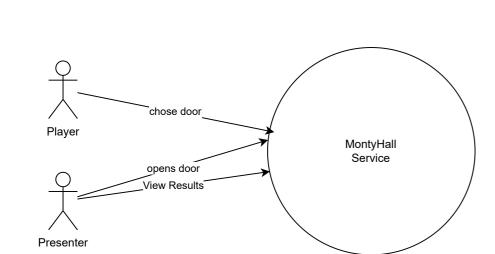
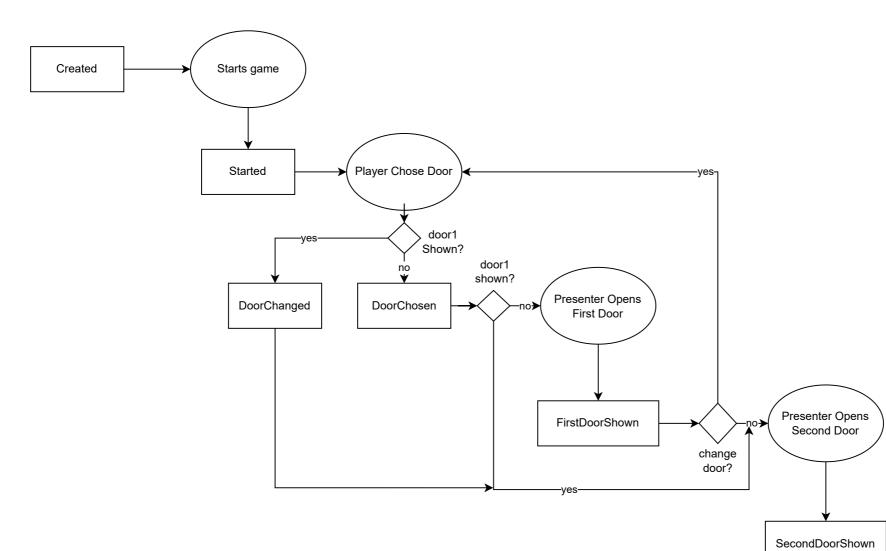
Monty Hall Game Simulator

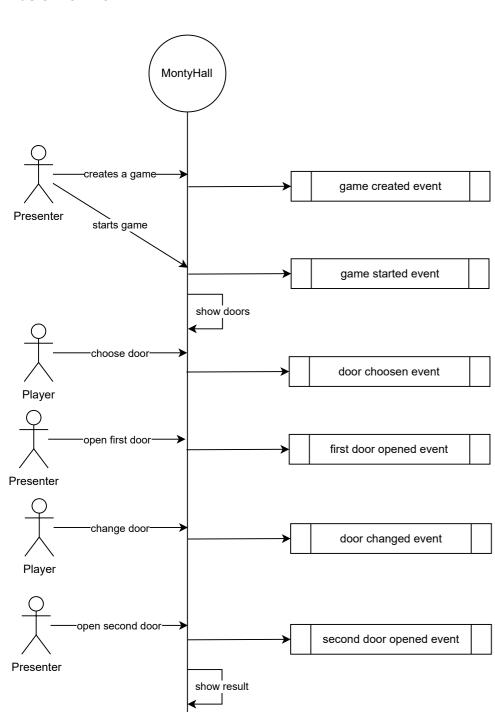
Context Diagram



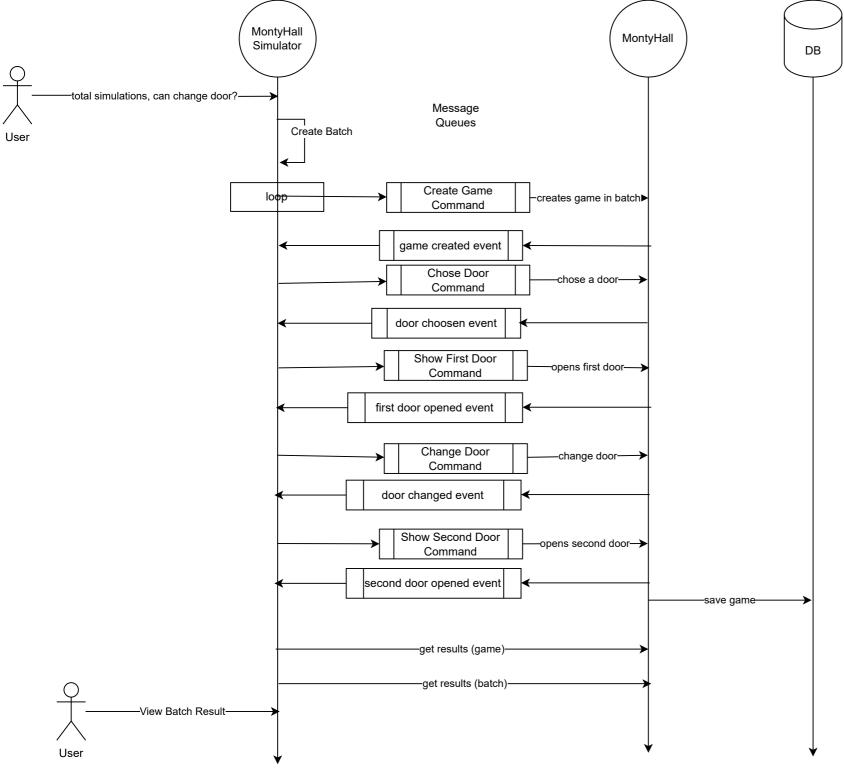
State Transition Diagram



Basic Workflow

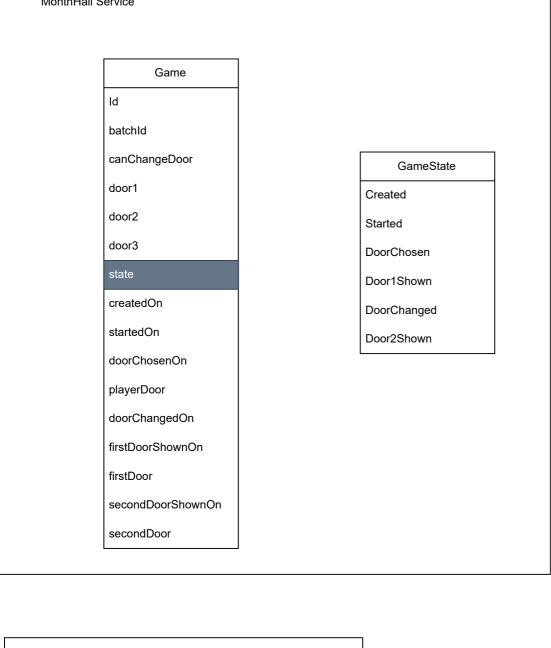


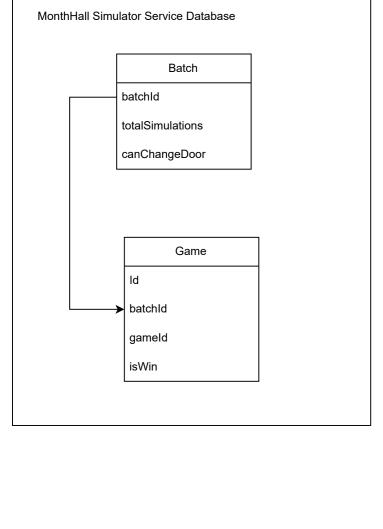
Activity Diagram



MonthHall Service

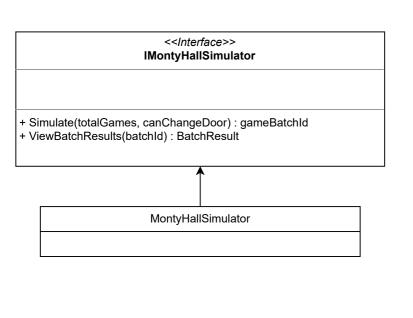
Database Diagram





MontyHall Simulator Service

Class Diagram



BatchResult
+ GameBatchId: GUID
+ GameBatchId: GUID
+ IsComplete: Bool
+ IsComplete: Bool

GameResult

+ Gameld: GUID + IsWin : Bool

MontyHall Service

< <interface>> IMontyHall</interface>					
+ CreateGame(): Gameld + ChooseDoor(gameld, doorNo) + ShowDoor1(gameld, doorNo) + ChangeDoor(gameld, doorNo) + ShowDoor2(gameld, doorNo) + GetGameResult(gameld): GameResult + GetBatchResult(batchId): BatchResult					
MontyHall					