

UML Class Diagram

Activity

Target Clear
Main(): void PlayGame(int [], int [], bool, int, int): void (int [], str [], int): bool, int RemoveNumbersUsed(str, int, int []): int [] UpdateTargets(int [], bool, int): int [] CheckNumbersUsedAreAllInNumbersAllowed(int [], str [], int): CheckValidNumber(str, int): bool DisplayState(int [], int [], int): void DisplayScore(int): void DisplayNumbersAllowed(): void DisplayTargets(int []): void ConvertToRPN(str): str []
FillNumbers(int [], bool, int): int []