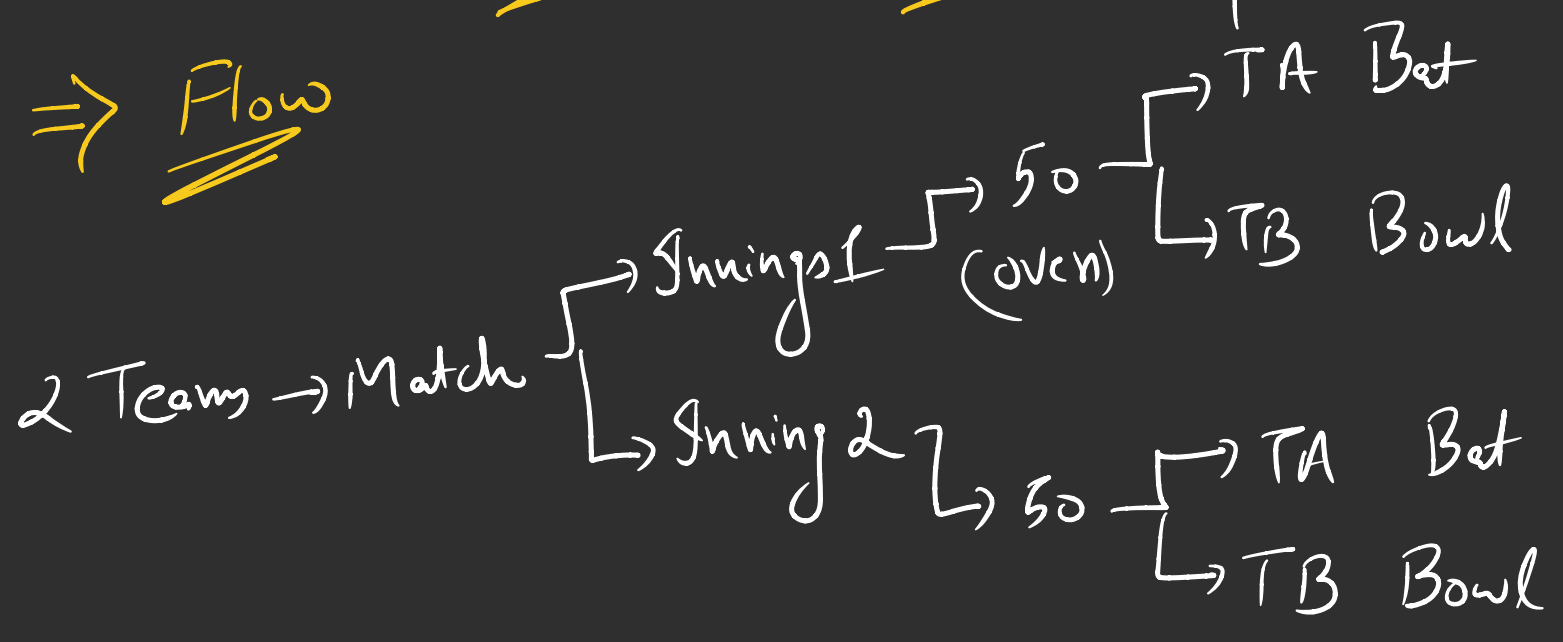


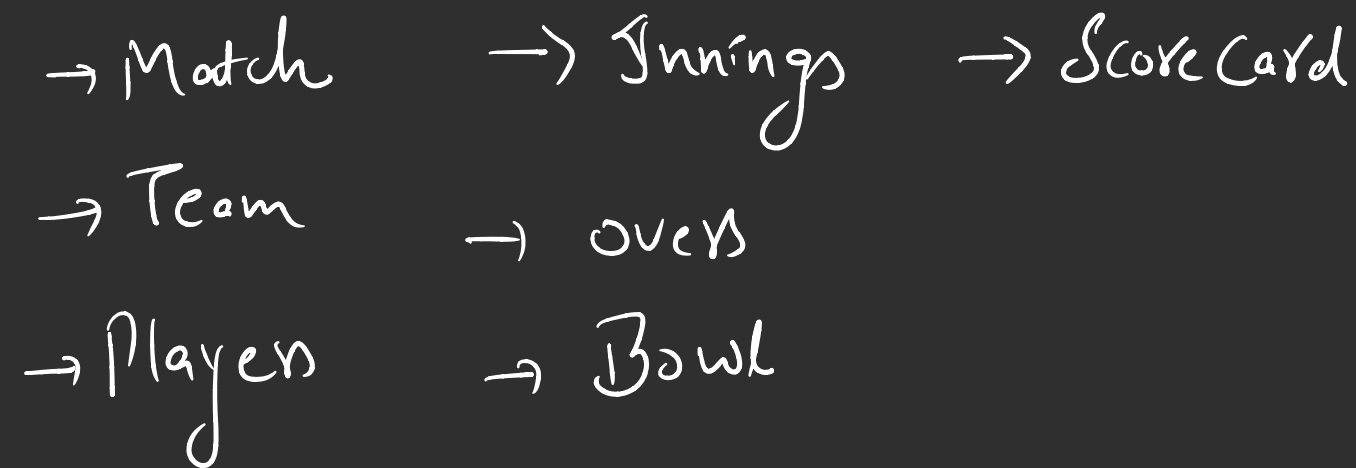
Design Cricbuzz

player {
 Score
 Details
}

⇒ Flow



⇒ objects



⇒ Important Principle + Design Pattern

→ In this, as we need to update the ScoreCard After Each ball, so, in order to do that we will use the [OBSERVER DESIGN PATTERN], via notify(); fun call.

⇒ UML

