

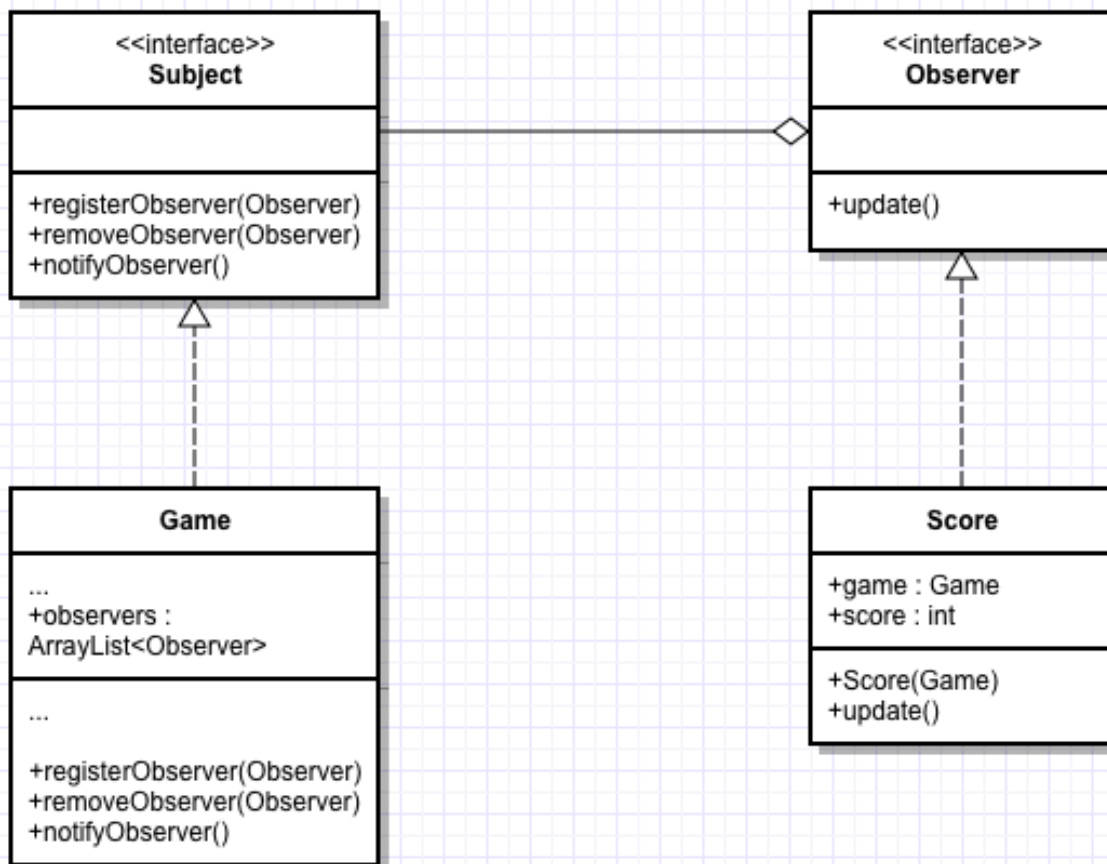
Assignment 3

Design Pattern description:

The Game is the Subject and the Score is an Observer. After each turn, the game notifies the Score about changes, so that the score updates itself after each move.

Diagrams:

* Class diagram:



* Sequence diagram:

