**01:** **UML Diagram (Study Application 2.0)**

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**Default class Program:**

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| --- |
| **Program** |
|  |
| Main() |

**Minimum three custom class diagrams:**

|  |
| --- |
| **Player** |
| Name: string  Score: string |
| Player() |

|  |
| --- |
| **Game** |
| rnd: Random  player: new Player |
| Game() |

|  |
| --- |
| **Questions** |
| term: string  definition: string |
| questions() |

I changed around and simplified the UML for the classes that didn’t have much going on in them and changed it to accurately reflect what I have in my code.

**Credits**

Help from Brendan from the IAM tutoring room for the loops, randomizer, external file referencing, and score code.