Peg

Color : String

Peg(String)
getColor()
setColor()

<<create>>

4

1

Line

firstPosition : String
secondPosition : String
thirdPosition : String
fourthPosition : String
numRed : int
numBlue : int
numGreen : int
numYellow : int
numPurple : int
numBlack : int

Line()
toString()

<<create>>

Check

correctPositions
correctColor

CheckCorrectColor(Line, Line)
CheckCorrectPosition(String, String)
CheckLineCorrect(Line, Line)

<<create>>

«enumeration»
GameState

PLAYING
NEW_GAME
WIN
LOSE

1

1

1

1

Board

board : String[][]
boardState : GameState

Board(int, int)
setBoardPosition(int, String[])

1 1

1

Mastermind

state : GameState
board : Board

Mastermind()