

Model

Game

count: Integer
generatedNum: Integer
userInput: Integer

generatedNumberByGame(): Integer
getCountValue(): Integer

Q2

compareNumbersQ2(input, randomNum): String

Controller

<<VueJS>>

View

<<HTML>>
index.html

```
classDiagram
    class Game {
        count: Integer
        generatedNum: Integer
        userInput: Integer
        generatedNumberByGame() Integer
        getCountValue() Integer
    }
    class Q2 {
        compareNumbersQ2(input, randomNum) String
    }
    class Controller {
        <<VueJS>>
    }
    class View {
        <<HTML>>
        index.html
    }
    Game --> Controller
    Game --> Q2
    Controller --> View
```