

Model

Game

count: Integer
generatedNum: Integer
min: Integer
max: Integer

generatedNumberByGame(): Integer
getCountValue(): Integer
convertToInteger(value) : Integer
compareNumbers(input, randomNum): null
readUserResponse(input, randomNum): null

Q3

count: Integer

readUsersResponse(input, randomNum): String

Controller

<<VueJS>>

View

<<HTML>>
index.html