Darts Classes Plan

Player

Attributes
- points:int
- target:int
- accuracy:int
- targetindex:int
- throws:int
- turnthrows:int
- name[]:char

Methods
+ SetName(char name[]):void
+ SetPoints(points:int):void
+ GetPoints():int
- TakeAShot():void
- TargetSelect():void
- Inaccuracy():void
- BullsEye():void
- Bull():void
- Single():void
- Double():void
- Treble():void
- CheckLegality():void