# 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**