```
+--------------------+        +------------------+        +----------------+
|    BowlingGame     |        |     Player       |        |     Frame      |
+--------------------+        +------------------+        +----------------+
| - player: Player   |<>----->| - gameFrames:    |<>----->| - first: int   |
+--------------------+        |   vector<Frame>  |        | - second: int  |
| + run()            |        +------------------+        | - bonus: int   |
| + showScore()      |        | + addFrame(Frame)|        | - hasBonus: bool|
+--------------------+        | + totalScore():  |        +----------------+
                             |   int            |        | + setThrows(int,|
                             | + getFrames():   |        |     int)        |
                             |   vector<Frame>& |        | + setBonus(int) |
                             +------------------+        | + getFirst():   |
                                                          |   int          |
                                                          | + getSecond():  |
                                                          |   int          |
                                                          | + getBonus():   |
                                                          |   int          |
                                                          | + bonusAvailable|
                                                          |   (): bool      |
                                                          | + isStrike():   |
                                                          |   bool          |
                                                          | + isSpare():    |
                                                          |   bool          |
                                                          +----------------+
```

Key:

- <>----> represents composition (filled diamond arrow)

- Boxes contain:

    o Top section: Class name

    o Middle section: Attributes (with visibility markers)

    o Bottom section: Methods (with visibility markers)

- Visibility markers:

    o - for private

    o + for public

The relationships show:

1. BowlingGame owns exactly one Player (composition)

2. Player owns multiple Frame objects (composition)