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| Player |
| * name : String |
| + getName(): String  + pickStones(remainingStones: int): int |

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| HumanPlayer |
| + pickStones(remainingStones : int) : int |

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| ComputerPlayer |
| + pickStones(remainingStones : int) int |

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| GameBoard |
| * remainingStones: int |
| + getRemainingStones(): int |
| + removeStones(stones: int): void |
| + isGameOver(): boolean |