**02: UML Diagram (Study Application2.0)**

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**Default class Program:**

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| --- |
| **Program** |
|  |
| Main(); |

**At least two custom classes in addition to the default Program.cs. You will need to create objects from at least one of the classes.**

|  |
| --- |
| **Player** |
| name: string  points: int |
| addpoints():  get\_points(): |

|  |
| --- |
| **StudyApp** |
| terms: string(array)  defs: string(array  keepPlaying: string  newUser: class(branching) |
| |  | | --- | | start()  studyGame()  score()  ending() | |

**object diagram:**

|  |
| --- |
| **Term1** |
| newUser: "Don"  terms: "Which definition fits the following term: Dor Loop  defs: "a loop that will cycle through statements until a condition is met."  keepPlaying: "Yes" |
| |  |  | | --- | --- | | |  | | --- | | start()  studyGame()  score()  ending() | | |

Random number functionality, switch statements and getter setter methods discussed with tutor Benjie Valpey.

From UML 1 I removed one of the 3 custom classes that seemed redundent. TheyApplication and review could be the same class so I just made it one.

In the player Class I added a mtehod to keep track of player points and a get statement for the points.

The new review class, StudyApp had to be completly reworked through the methods to fit the new way I made the application for player choice.