

Player
<div><div>-str pseudo</div><div>-int score0</div><div>-int score1</div><div>-int score2</div><div>-int score3</div><div>-int score4</div></div>
<div><div>+int getScore0()</div><div>+int getScore1()</div><div>+int getScore2()</div><div>+int getScore3()</div><div>+int getScore4()</div><div>+int newScore0(int)</div><div>+int newScore1(int)</div><div>+int newScore2(int)</div><div>+int newScore3(int)</div><div>+int newScore4(int)</div><div>+int getMoyenne()</div><div>+int getTotal()</div><div>+int getMeilleur()</div><div>+int getPire()</div></div>