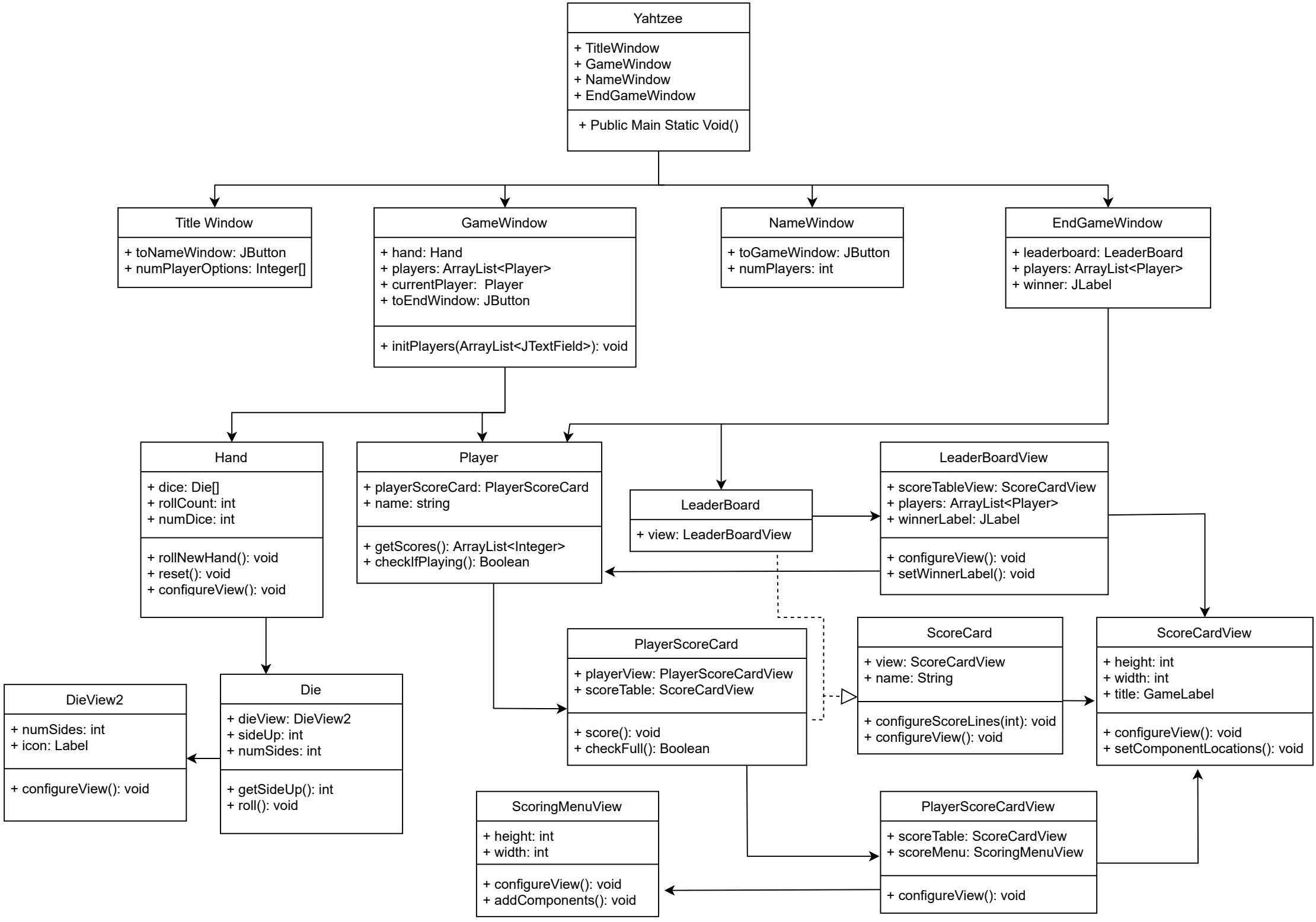
Yahtzee
+ TitleWindow
+ GameWindow
+ NameWindow
+ EndGameWindow
+ Public Main Static Void()
Title Window
+ toNameWindow: JButton
+ numPlayerOptions: Integer[]
GameWindow
+ hand: Hand
+ players: ArrayList<Player>
+ currentPlayer: Player
+ toEndWindow: JButton
+ initPlayers(ArrayList<JTextField>): void
NameWindow
+ toGameWindow: JButton
+ numPlayers: int
EndGameWindow
+ leaderboard: LeaderBoard
+ players: ArrayList<Player>
+ winner: JLabel
Hand
+ dice: Die[]
+ rollCount: int
+ numDice: int
+ rollNewHand(): void
+ reset(): void
+ configureView(): void
Player
+ playerScoreCard: PlayerScoreCard
+ name: string
+ getScores(): ArrayList<Integer>
+ checkIfPlaying(): Boolean
LeaderBoard
+ view: LeaderBoardView
LeaderBoardView
+ scoreTableView: ScoreCardView
+ players: ArrayList<Player>
+ winnerLabel: JLabel
+ configureView(): void
+ setWinnerLabel(): void
DieView2
+ numSides: int
+ icon: Label
+ configureView(): void
Die
+ dieView: DieView2
+ sideUp: int
+ numSides: int
+ getSideUp(): int
+ roll(): void
PlayerScoreCard
+ playerView: PlayerScoreCardView
+ scoreTable: ScoreCardView
+ score(): void
+ checkFull(): Boolean
ScoreCard
+ view: ScoreCardView
+ name: String
+ configureScoreLines(int): void
+ configureView(): void
ScoreCardView
+ height: int
+ width: int
+ title: GameLabel
+ configureView(): void
+ setComponentLocations(): void
ScoringMenuView
+ height: int
+ width: int
+ configureView(): void
+ addComponents(): void
PlayerScoreCardView
+ scoreTable: ScoreCardView
+ scoreMenu: ScoringMenuView
+ configureView(): void