Game player:vector<Player*> - game:const int = 501 - winner:string = "" - frequency:map<string,int> - champs:int = 0+bd:int[2][21] + strategy:map<int,string> + Game() + Game(Player*,Player*) + ~Game() + getWinner():string + setWinner(string):void + resetPlayersScores():void + playSingle():void + playFinal():void + playMatch():string + playSet():string + playGame():string + playMulti():void + playRound():void + throwBull(Player*):int + throwSingle(Player*,int):int + printResults(int):void + throwDouble(Player*,int):int + throwTreble(Player*,int):int + populateStrategy():void + searchStrategy(int):string + parseStrategy(string):vector<string> + playStrategy(Player*):int + playInteractive():void Interactive - bot:Player* - humName:string = "" - humRate:int = 80 - humScore:int = 0 - game:int = 501 - hints:bool = false - validDarts:vector<string> + Interactive(Player*, string) + ~Interactive() + setHumRate(int):void + populateValidDarts():void + validDartChoice(string):bool + enableHints():void + showHint(int):void + throwBull():int + throwSingle(int):int + throwDouble(int):int + throwTreble(int):int + playIntMatch():void + playIntSet(char&):string + playIntGame(char):string + humanPlay():void

+ botPlay():void

+ printRoundTable(string,bool,string,bool,string,bool):void

Player

- name:string = ""
- successRate:int = 0
- estSuccessRate:double = 0
- score:int = 0
- roundsPlayed:int = 0
- dartsThrown:int = 0
- targetHit:int = 0wins:int = 0
- + Player(string, int)
- + ~Player()

1..*

- + getName():string
- + getSuccessRate():int + setSuccessRate(int):void
- + getScore():int
- + setScore(int):void
- + incRoundsPlayed():void
- + getRoundsPlayed():int
- + incDartsThrown():void
- + getDartsThrown():int
- + estSuccessRate():void
- + getEstSuccessRate():double
- + incTargetHit():void
- + getWins():int
- + incWins():void