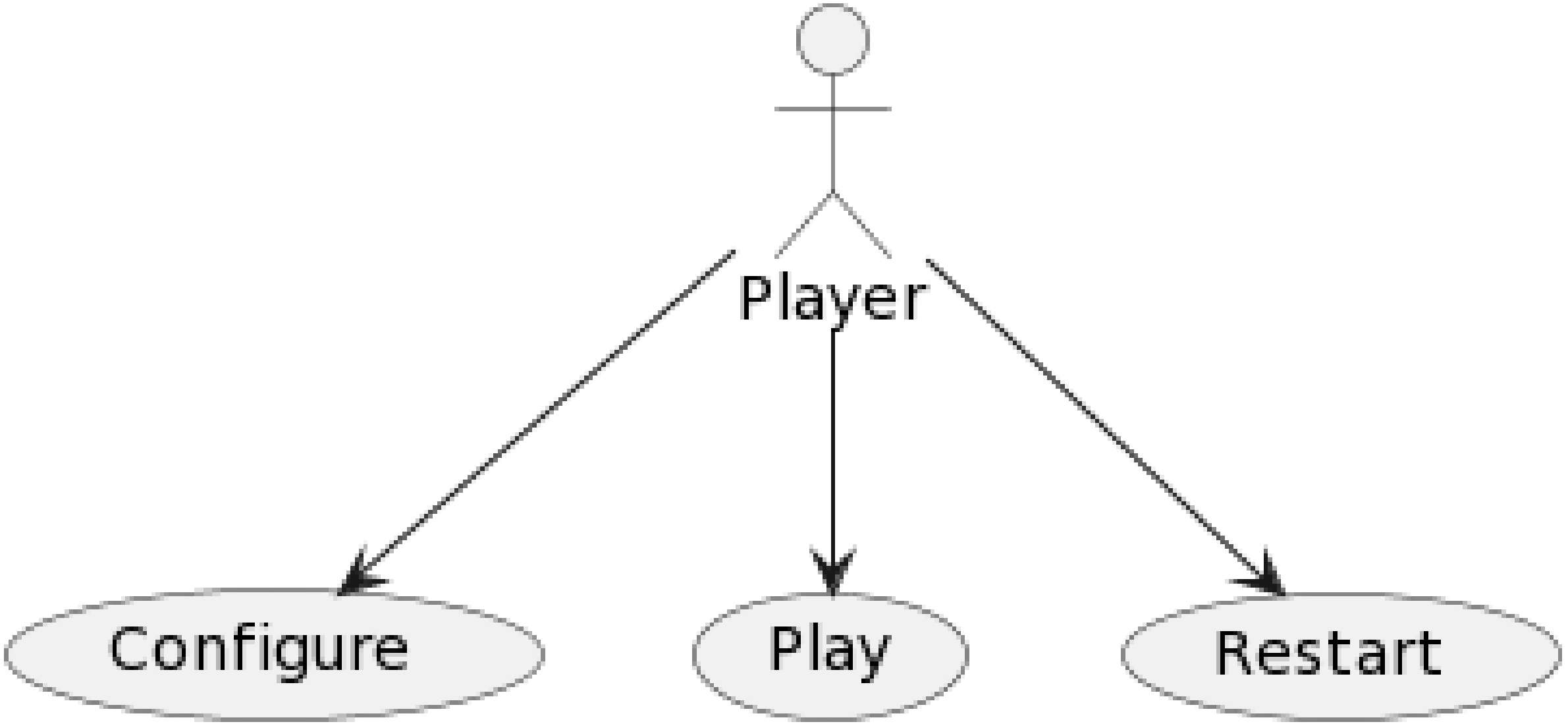
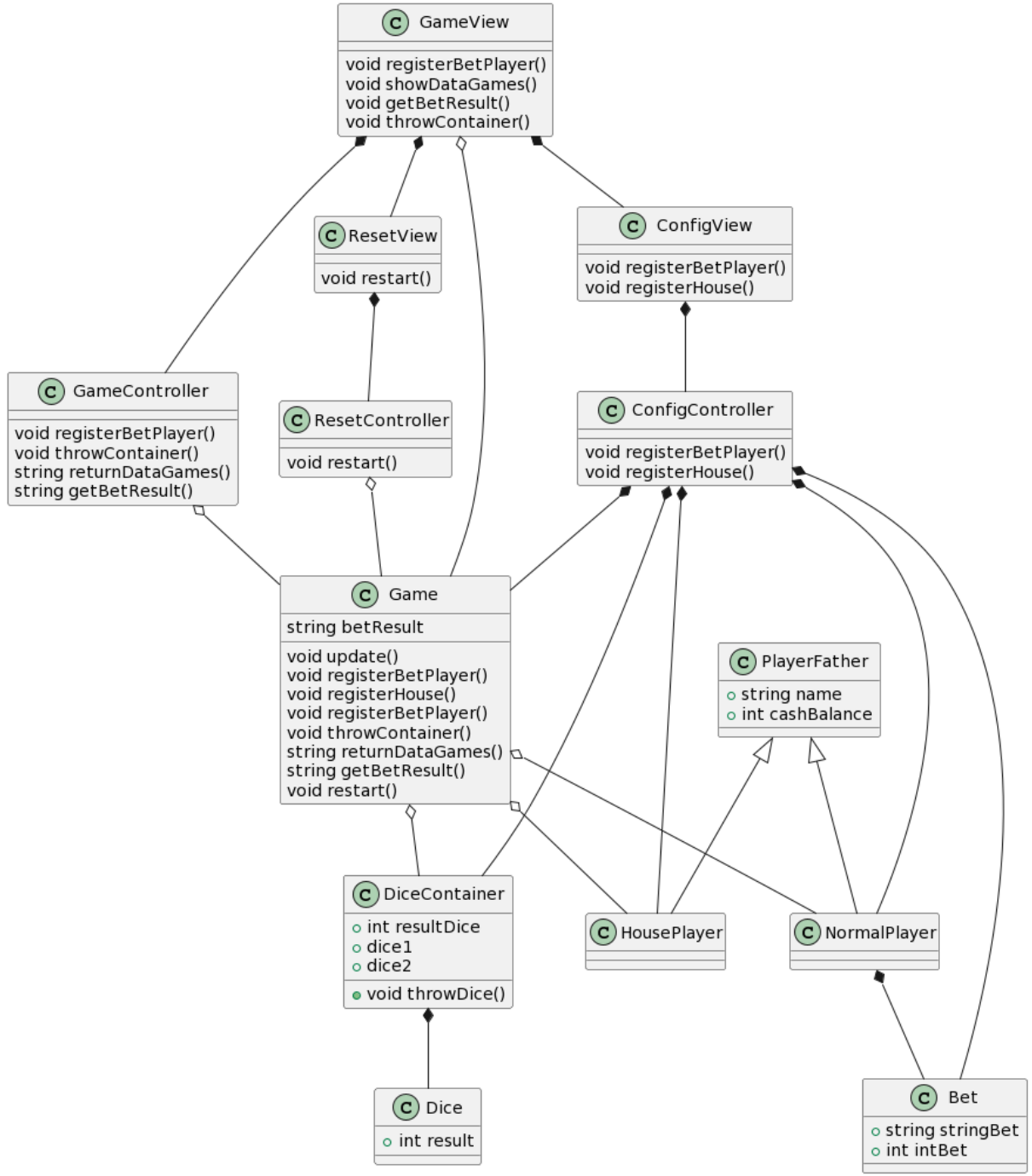
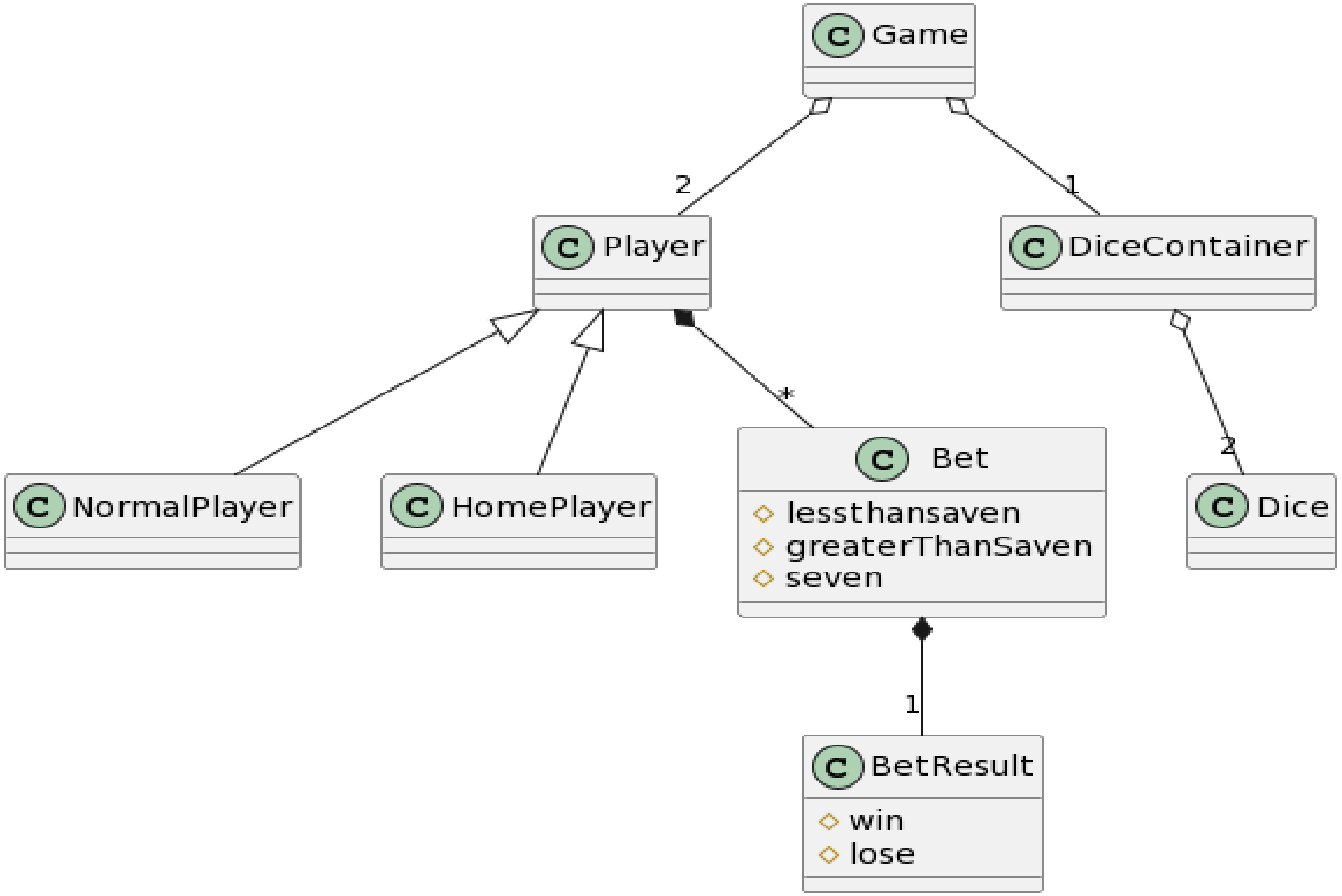
Use Case Diagram



MayorMenor


GameView
void registerBetPlayer()
void showDataGames()
void getBetResult()
void throwContainer()
ResetView
void restart()
ConfigView
void registerBetPlayer()
void registerHouse()
GameController
void registerBetPlayer()
void throwContainer()
string returnDataGames()
string getBetResult()
ResetController
void restart()
ConfigController
void registerBetPlayer()
void registerHouse()
Game
string betResult
void update()
void registerBetPlayer()
void registerHouse()
void registerBetPlayer()
void throwContainer()
string returnDataGames()
string getBetResult()
void restart()
PlayerFather
string name
int cashBalance
DiceContainer
int resultDice
dice1
dice2
void throwDice()
HousePlayer
NormalPlayer
Dice
int result
Bet
string stringBet
int intBet

Domain Model Mayor Menor- Class Diagram