**01: UML Diagram (Study Application)**

Name: Michael Tendy

**Default class Program:**

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| **Program** |
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| Main() |

Program class remains unchanged

**Minimum three custom class diagrams:**

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| **Session** |
| CurrentPlayer: Player   NumPlayers: Int |
| green()  cyan()  yellow()  Start() |

Increased the number of methods in the Session class to make writing lines with different colors faster.

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| **Player** |
| Name: String  PlayerNumber: Int  Responses: List<Response> |
| Player() |

 Removed the name player method and moved the response from the Term class to a responses list in order to facilitate multiplayer

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| **Term** |
| Term: String   Answer: String  Randnum: int  Termnum: int |
| ShowTerm() |

  Removed ShowAnswer() and Response from Term class to make multiplayer

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| **Response** |
| ResponseInput: string  ResponseNumber: int |
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Added response class to save responses on a per player per question basis

Added possibleResponses and responseComparer to make the questions multiple choice

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| **PossibleResponses** |
| Response: string  Randnum: int |
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| **ResponseComparer : System.Collections.IComparer** |
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| Compare(): returns int |

**Two object diagrams:**

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| **Player1** |
| Name: “Michael”   PlayerNumber: 1 |
| Player() |

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| **Term1** |
| Term: “Int”   Answer: “A whole number”  termnum: 1  randnum: randomly assigned |
| ShowTerm() |