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**UML Diagram (Study Application)**

**Default class Program:**

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

**Minimum three custom class diagrams:**

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| **Game** |
| CorrectAnswers: Int |
| Start()  Welcome()  GetOption()  Reset()  End() |

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| --- |
| **Player** |
| Name: “String”  Answer: “String” |
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| **Item** |
| DataFile: “string”  Content: “string”  TermNames: “string”  TermDescriptions: “string”  TNames: List<string>  TDefs: List<string> |
| DisplayTerms()  UpdateTerms()  Play()  Question() |

**Two object diagrams:**

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| **Game** |
| CorrectAnswers: 15 |
| Start()  Welcome()  GetOption()  Reset()  End() |

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| **Term** |
| DataFile: “terms.txt”  Content: “(empty file)”  TermNames: “termNames.txt”  TermDescriptions: “termDescriptions.txt”  TNames: List<string>  TDefs: List<string> |
| DisplayTerms()  UpdateTerms()  Play()  Question() |