Class diagram with the following boxes and relationships:

- MahjongApp
- Main
- Hand Checker
- DiscardedTiles
- Discard GUI
- MahjongAppFrameGUI
- Hand
- Tile (0...*)
- Hand — Tile (13, 14)
- MahjongAppGUI
- PersistenceGUI
- JsonReader
- JsonWriter
- Event
- EventLog (0...*)