# UML Diagram
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**model**

| Word |
|---|
| |

| Answer |
|---|
| |

| Event |
|---|
| |

0..*

| EventLog |
|---|
| |

| ScoreBoard |
|---|
| |

0..*

| Score |
|---|
| |

**tui**

| GamePanel |
|---|
| |

| StroopGame |
|---|
| main() |

| ScoreboardUI |
|---|
| |

| ScoreUI |
|---|
| |

**gui**

| ScoreBoardGUI |
|---|
| |

| GUI |
|---|
| |

| MyCustomColors |
|---|
| |

| StroopersApp |
|---|
| main() |

**persistence**

| «interface»<br>**Writable** |
|---|

| JsonReader |
|---|
| |

| JsonWriter |
|---|
| |