

CLASS

Game
+ newPlayers: List<Player>()
+ PlayGame(void): void
+AddPlayer(string name): void
+ PrintPlayers(void): void

Player
+ name: int
+ turns: List<Turns>
+ CalculatePoints(): void
+ Addturns(): void
+ PrintTurns(): void

Turns
- first :int
- second: int
- third : int
+ GetScore(): int

OBJECT

My_New_Game
- newPlayers : new List<Player>()
0 1 2 3 ...7
+ PlayGame(void): void
+ PrintPlayers(void): void
+AddPlayer(string name): void

OBJECT

Player[0]
Andres
turns: new List<turns>
0 1 2 3 ...1
+ CalculatePoints(): in
+ AddTurns(): void
+ PrintTurns(): void

Player[1]
Cristian
turns: new List<turns>
0 1 2 3 ...
+ CalculatePoints(): i
+ AddTurns(): void
+ PrintTurns(): void

Player[7]
Jonatan
turns: new List<turns>
0 1 2 3 ...
+ CalculatePoints(): i
+ AddTurns(): void
+ PrintTurns(): void

OBJECT

