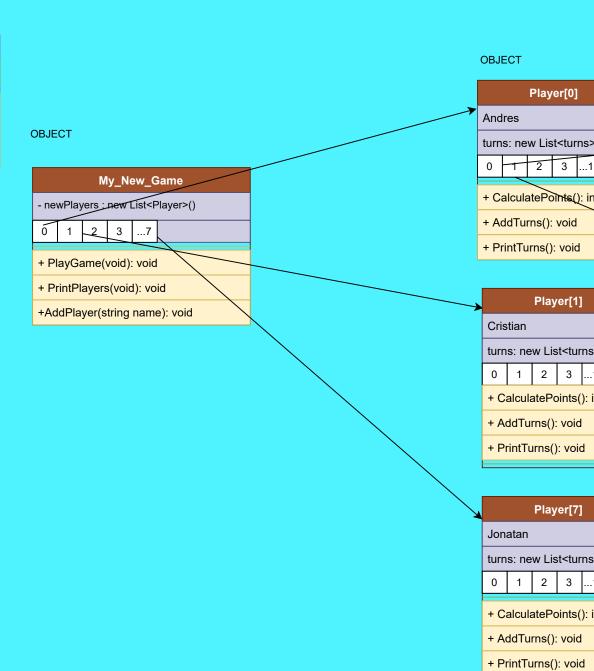
## **CLASS**

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

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





## OBJECT turns[0] 10: int 5:int o t 9:int + GetScore(): int turns[1] 10: int > 10 5:int 9:int nt + GetScore(): int turns[10] 10: int 5:int 9:int nt + GetScore(): int