Klassendiagramm Bowling Game - Refactoring Assessment

BowlingGame

- roundNumber : int
+ scoreKeeper : String[][]
- currentRound : GameRound
+ allGameRounds : List<GameRounds>
- scorePresentation : ScorePresentation
- _throws : int

+ BowlingGame()
+ nextThrow(int): void
+ fillscoreKeeper() : void

ScorePresentation

+ game : BowlingGame
- currentRound : String[]
- score : String

+ ScorePresentation(BowlingGame)
+ getScore() : String
+ round2str(String, String) : String
+ printRoundScore() : void

GameRound

- score1 : String
- score2 : String
- roundPointsInt : int
- roundPointsString : String
- tempInt : int
- roundFinished : boolean
- legalState : boolean

+ GameRound()
+ GameRound(String, String)

+ addScore(String) : void
+ score1(String) : void
+ pointsIntToPointsString(int) : String
- increaseRoundPoints(int) : boolean
+ printGameScore(BowlingGame, List<GameRound>, int, boolean)
+ failure() : void

+ class IllegalGameState extends RuntimeException