# CS 230 Project One UML Diagram Text Version

## Instructions

This document contains underlined text and symbols used in code. If you use a screen reader, please adjust your screen reader verbosity settings.

This UML Class Diagram shows seven rectangles (or classes), three classes at the top and four classes below the top class.

### ProgramDriver Class

A class titled ProgramDriver is divided into three horizontal rows.

| ProgramDriver |
| --- |
|  |
| +main() |

### SingletonTester Class

A class titled SingletonTester is divided into three horizontal rows.

| SingletonTester |
| --- |
|  |
| +testSingleton() |

A straight horizontal line with a closed arrow points from the “ProgramDriver” class to the “SingletonTester” class and is denoted as <<uses>>.

### Entity Class

A class titled Entity is divided into three horizontal rows.

| **Entity** |
| --- |
| -id:long  -name:String |
| -Entity()  +Entity(id:long, name, String)  +getid(): long  +getName(): String  +toString(): String |

Below the Entity class, there are four more classes, as follows:

### GameService Class

A class titled GameService is divided into three horizontal rows.

| **GameService** |
| --- |
| -games: List<Game>  -nextGameId: long  -nextPlayerId: long  -nextTeamId: long  -service: GameService |
| -GameService()  +getInstance(): GameService  +addGame(name:String): Game  +getGame(id:long): Game  +getGame(name:String): Game  +getGameCount(): int  +getNextPlayerId(): long  +getNextTeamId(): long |

### Game Class

A class titled Game is divided into three horizontal rows.

| **Game** |
| --- |
| -teams: List<Team> |
| +Game(id: long, name: String)  +addTeam(name:String): Team  +toString(): String |

### Team Class

A class titled Team is divided into three horizontal rows.

| **Team** |
| --- |
| -players: List<Player> |
| +Team(id: long, name: String)  +addPlayer(name:String): Player  +toString(): String |

### Player Class

A class titled Player is divided into three horizontal rows.

| **Player** |
| --- |
|  |
| +Player(id: long, name: String)  +toString(): String |

The following classes are connected by a solid line denoted with “0...\*”:

* GameService is connected to Game
* Game is connected to Team
* Team is connected to Player

A line with an open arrow points from the following classes to the Entity class:

* Game
* Team
* Player