## **Project B UML**

## Nimsys

- commandArray: Sting[]
- userInstructionArray: String[]
  - usernameList: ArrayList
  - firstnameList: ArrayList

1..\*

- lastnameList: ArrayList

1..\*

- gamesPlayedList: ArrayList
- gamesWonList: ArrayList

## NimPlayer

- gamesPlayed: int
- gamesWon: int
- playerIndex: int
- username: String
- firstname: String
- lastname: String
- usernameInfo: ArrayList
- firstnameInfo: ArrayList
- lastnameInfo: ArrayList
- gamesPlayedInfo: ArrayList
- gamesWonInfo: ArrayList
  - + playerUsername()
  - + playerFirstname()
  - + playerLastname()
  - + playerGamesPlayed()
  - + playersGamesWon()

+ main(): void

+ addplayer(): void

+ removeplayer(): void

- + editplayer(): void
- + resetstats(): void
- + displayplayer(): void
  - + rankings(): void
  - + startgame(): void
- + getUserInstruction()
- + getGamesPlayed()
- + getGamesWon()
- + getUsername()
- + getFirstname()
- + getLastname()

NimGame

- initialStones: int

- upperBound: int

- playerOne: String

- playerTwo: String

- indexPlayerOne: int

- indexPlayerTwo: int

- usernameInfo: ArrayList

- lastnameInfo: ArrayList

- firstnameInfo: ArrayList

- gamesPlayedInfo: ArrayList

- gamesWonInfo: ArrayList

+ playGame(): void