|  |
| --- |
| GameStats |
| -gamesPlayed: int  -best20: int  -best50: int  -numGuess: int |
| +GameStats(int best20, int best50)  +getNumGuess(): int  +setNumGuess(int numGuess): void  +getGamesPlayed(): int  +getBest20(): int  +getBest50(): int  +gamesPlayed(): void  +determineBestGame(int numOfGuess, int range): void  +displayGameStats(): void |