

PROJECT 2 DELIVERABLES

Part 1

Use case: This program would potentially be used by a player looking to play the code-breaking game. The player must enter valid inputs and be able to interact with the program through basic I/O. Each player will be asked to start a new game and answer with (Y/N). Then the player will provide valid guesses or ask to see the history of guesses to figure out the computer-generated code until they discover it or run out of guesses. Finally, the program will ask if they would like to play again. The use case ends when the player answers "N" to the question.

Class UML

