



| Main | |
|---|---|
| Orchestrate game flow (start, flow, end) | Secret Number Generator User Interface Game |
| <ul style="list-style-type: none"> - int secret - boolean isGame - checkIfTheGameIsOver(); | |

| Game | |
|--|-------------------|
| Compare guess and secret | Main Feed Back |
| <ul style="list-style-type: none"> - int guess - int secret - playGame(); | |

| Feedback (enum) | |
|---|------|
| TOO-HIGH TOO-LOW THE-GAME-IS-OVER | Game |

| Secret Number Generator (static) | |
|--|------|
| Generate an integer number within the range 1 to 100 (secret number) | MAIN |
| - getRandomNumberFromTheGivenRange(); | |

| User Interface (static) | |
|--|-------------------------------|
| Talking to the user | MAIN System.out Scanner |
| <ul style="list-style-type: none"> + makeAGuess(); - validateUserInput(); - checkIfTheUserNumberIsWithinTheRange(); | |