Name: RouletteGame
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Roulette Game | UML Class Diagram

The UML (Unified Modeling Language) Class Diagram is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among objects.

In the diagram, classes are represented with boxes that contain three compartments: The top compartment contains the name of the class. It is printed in bold and centered, and the first letter is capitalized. The middle compartment contains the attributes of the class. They are left-aligned and the first letter is lowercase. The bottom compartment contains the operations the class can execute. They are also left-aligned and the first letter is lowercase.

To specify the visibility of a class member (i.e. any attribute or method), these notations are placed before the members' name:

+ Public
- Private
Protected
/ Derived (can be combined with one of the others)
~ Package