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| ClassName | Human | Description |
| Attributes | -String name | Name of Human player. |
| Operations | + getName () : string | Returns name of Human player. |
|  | + setName (string) : void | Sets the name of Human player. |
|  | + getScore () : int | Returns an integer value of Human score. |
|  | + setScore (int) : void | Passing an integer to add to current score. |