Bowling

inputStreamReader		BufferedReader
inputDevice		InputDevice
main(String[])		void

Competition

players	Player[]
frameCounter	int
clc	CommandLineController
play()	void
printScoreSheet()	void

CommandLineController

PLAYER_COUNT_WRONG	String
ENTER_PLAYER_COUNT	String
ENTER_NAME_TEMPLATE	String
PLAYER_NAME_WRONG	String
QUERY_PIN_COUNT	String
INVALID_SCORE_MESSAGE	String
SCORE_SHEET_HEADER	String
inputDevice	InputDevice
getPlayerCount()	int
getValidPlayerCount(String)	int
getPlayerNames(int)	String[]
isValidName(String)	boolean
getPlayerPins(int, String, int)	int
isValidPinCount(String)	int
printScoreSheet(Player[])	void

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Player

name	String
frames	ArrayList<Frame>
getFrame(int)	Frame
setFrame(int, int)	void
getTotal()	int
updatePreviousScores(int, int, int)	void
printScoreSheet()	void

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Frame

score1	int
score2	int
score3	int
isAstrike	boolean
isAspare	boolean
setSecondScore(int)	void
updateScoresForStrike(int, int)	void
updateScoresForSpare(int)	void
getScore(int)	int
isAstrike()	boolean
isAspare()	boolean
printScoreSheet()	void

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