Client

+ fileName: String
+ outcomes: ArrayList<Outcome>

+ readFile(in fileName: String)
+ printOutcomes()
+ makeOutcomes()
+ main()

Outcome

- _Metrics:ArrayList<Metric>

+ Outcome(in Game: String): Outcome
+ getMetrics(): ArrayList<Metrics>
+ addMetrics(in m: Metric)
+ toString(): String

Metric

- _type: String

+ Metric(in type :String): Metric
+ getType(): String
+ toString(): String

Extends

Time

- _time: String

+ Time(in time: String): Time
+ toString(): String

Place

- _place: int

+ Place(in place: int): Place
+ toString(): String

Win

- _win: boolean

+ Win(in win: boolean): Win
+ toString(): String

Tries

- _tries: int

+ Tries(in tries: int): Tries
+ toString(): String

1

0..*

1

0..*

PointsEarned

- _points: int

+ PointsEarned(in points: int): PointsEarned
+ toString(): String