

App

DataValidation

validate\_secret\_code\_dict(possible\_secret\_code)

DataValidation

GameService

build\_game\_rule(): RuleGame
build\_secret\_code(secret\_code\_raw): SecretCode

IncorrectSecretCodeError
message:str

get\_attempt(): int
get\_date(): datetime
get\_name(): str

Result

secretCode
secret\_code
count\_correct\_position(other)
count\_incorrect\_position(other)
equal\_code(other)