



: GamePlayer

bw board : BowlingBoard

m ovableComponents : Vector

stationaryComponents : Vector

«mandatory»

1: buildGameBoard(-)

2: removeAllElements(=)"

3:

«mandatory»

4: removeAllElements(=)"

5:

6: new EndOfAlley()

7: new Lane()

8: addStationaryPiece()

9: rackPins(-)

10:

endOfAlley : EndOfAlley

lane : Lane