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<<interface>> Player

+ updateLeaderboard():void



HumanPlayer

- name:String
- turns:int
- seconds:int
- board:PlayerBoard
- leaderboard:Leaderboard
- + HumanPlayer():constructor +HumanPlayer(n:String):constructor

 - + setName(n:String):void + setTurns():void +setTurns(t:int):void +setSeconds():void +setSeconds(s:int):void

ComputerPlayer

- name:String
- board:ComputerBoard
- + ComputerPlayer(h:HumanPlayer):constructor
 - + updateLeaderboard():void
 - + getName():String + getComputerBoard():ComputerBoard

Leaderboard

- gamesHistory:ArrayList<String[]>file:File
 - IIIC.FIIC
 - input:Scanner
 - writer:FileWriter

+ Leaderboard():constructor

- + updateLeaderboard(name:String, turns:int, seconds:int):void getList():void
- insertNewGame(name:String, turns:int, seconds:int):void- uploadList():void
 - + timeToSeconds(time:String):String
 - + toTimeFOrmat(seconds:String):String