

Class: Frame

Attributes:

- score: int
- rollIndex: int

Methods:

- Frame(index: int) //constructor

Class: BowlingGame

Attributes:

- rolls: vector<int>
- frames: vector<Frame>

Methods:

- charToScore(c: char, prev: int): int
- parseInput(input: string): void
- scoreGame(input: string): void

BowlingGame uses Frame
(one BowlingGame object contains multiple Frame objects)