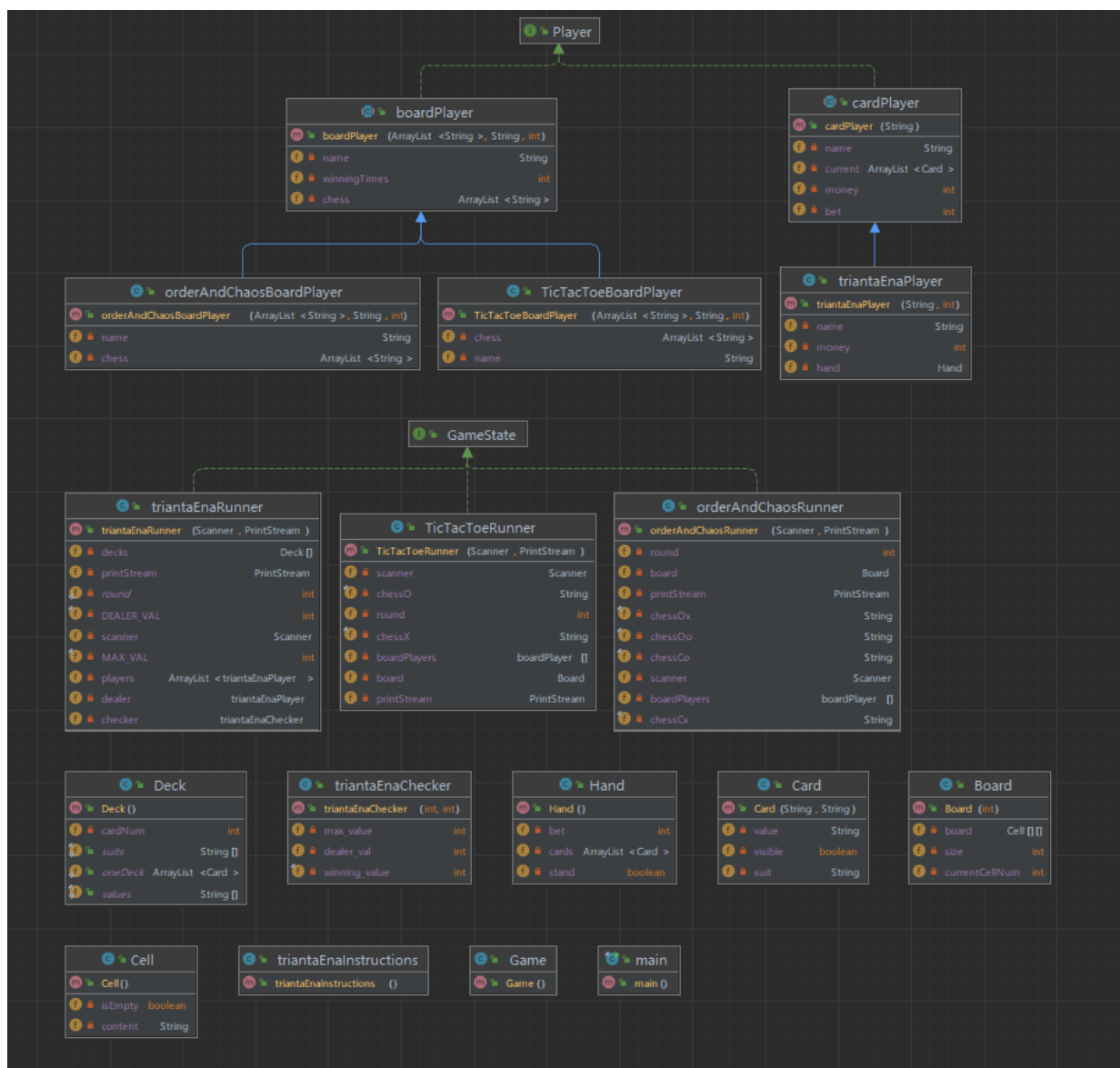


The UML Diagram is shown below:



In CW1, board game, the predefined Player interface and GameState can be used in any other game situation since every kind of game have these two properties. As a result, in CW2, cardPlayer class is added into the current structure without affecting the original overall structure.

GameState interface defined in CW1 is implemented by the three running instances of game which have same states. And this interface can also be extended in any other kinds of games.

Particularly, Abstract Class boardPlayer and cardplayer implements interface Player, and orderAndChaosBoardPlayer and TicTacToeBoardPlayer class inherit from the boardPlayer class while the triantaEnaPlayer class inherits from the cardPlayer class. All the three games triantaEnaRunner, TicTacToeRunner and orderAndChaosRunner have the same game states and they all implements the GameState interface.

