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| --- | --- |
| Contract CO : performRound | |
| Operation: | performRound(playerID :playerID, lives: Integer) |
| P re-conditions: | -A Player instance player was created (instance creation) |
| Post-conditions: | -player was associated with the current Game (association formed)  -player.lives became the number of lives the player has (attribute modification)  -round.performance is added to player.gamePoints |