UML Diagram for

Class: RedThread

| **RedThread** |
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| -numOfThreads:int  -spoolsBox:List  isComputerTheWinner:Boolean  isPlayer1TheWinner:Boolean  -threadsContainer: int[] |
| +getisComputerTheWinner(): Boolean  +getisPlayer1TheWinner(): Boolean  +fillTheContainerWithThreads(): void  +drawSpoolsForPlayer1(numberOfSpoolsToPull:int):void  +drawSpoolsForTheComputer(numberOfSpoolsToPull: int):void  +IsRedThread (NumberOfThreadsToPull: int ): Boolean  +playGround():int |