UML Diagram for

Class: EvenAndOdd

|  |
| --- |
| **Even and Odd** |
| * sum: int * player\_score: int * other\_score: int |
| + getSum(num1: int, num2: int): void  + even\_or\_odd: String  + winner(choice: String, BestNum: int): void  + getChoice(): String  + getBestNum(): int  + getPlayerNum(): int |