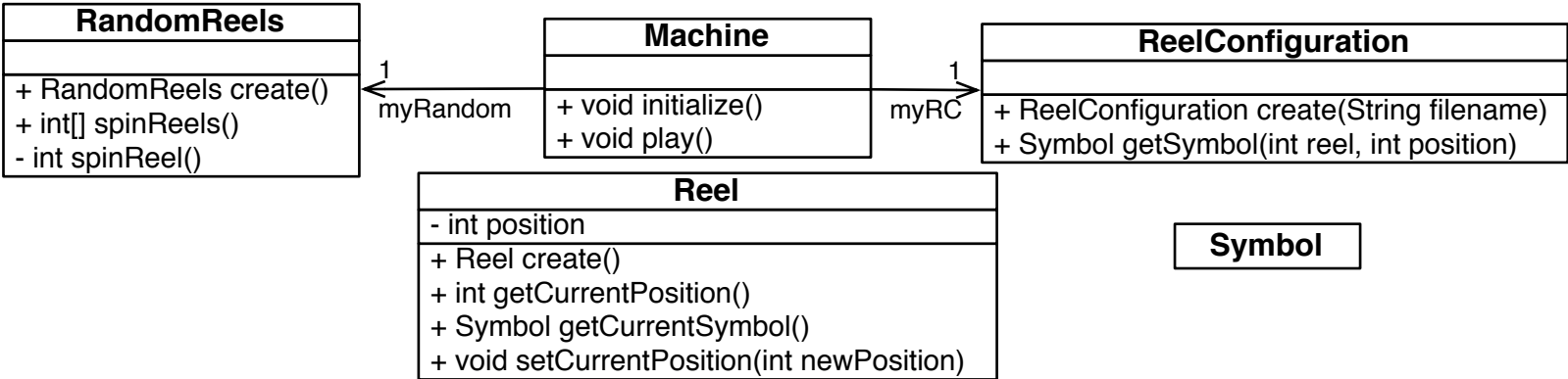


aspect Game depends on ZeroToMany-Ordered, Random

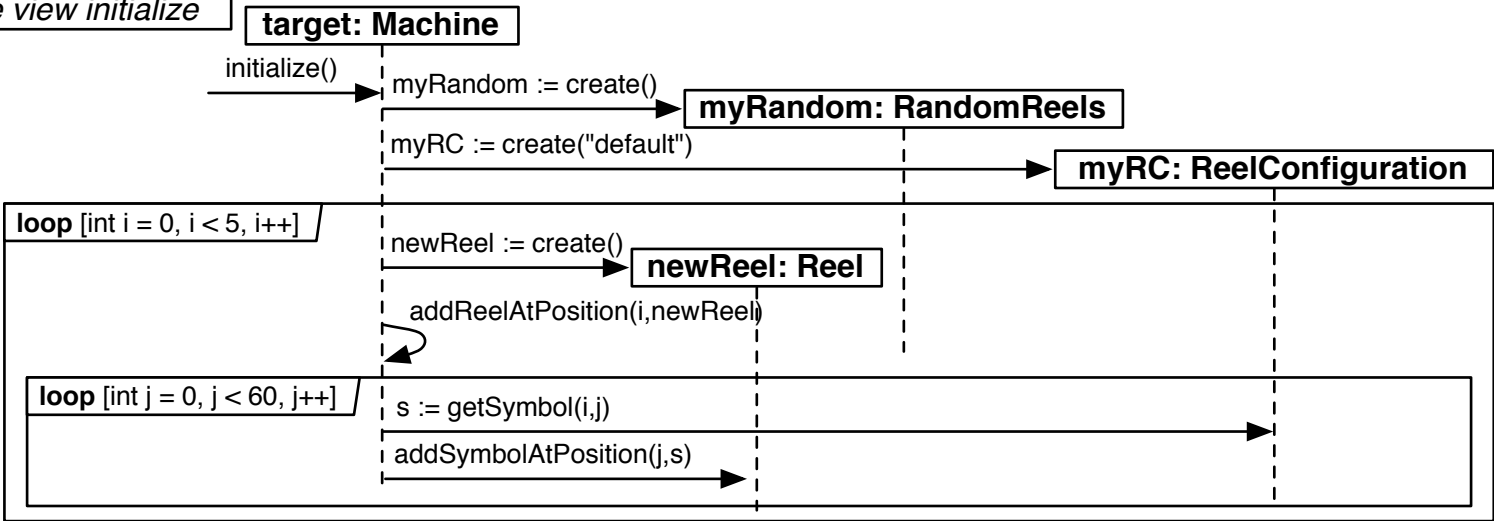
structural view



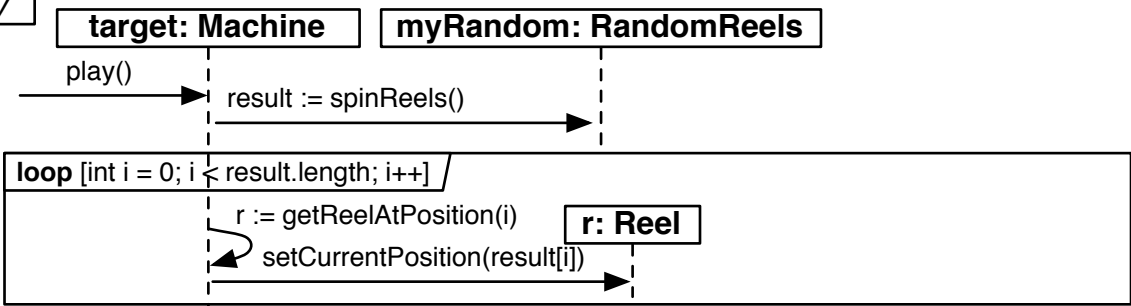
Instantiations:

ZeroToMany-Ordered: **IData<add,get>** → **Machine<addReelAtPosition,getReelAtPosition>**; **IAssociated** → **Reel**
ZeroToMany-Ordered: **IData<add,get>** → **Reel<addSymbolAtPosition,getSymbolAtPosition>**; **IAssociated** → **Symbol**
Random: **RandomGenerator<nextRandom>** → **RandomReels<spinReel>**

message view initialize

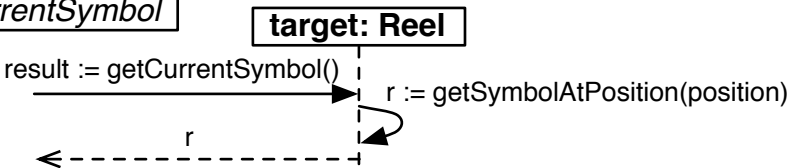


message view play



message view getCurrentPosition is Getter<position>

message view getCurrentSymbol



message view setCurrentPosition is Setter<position>