Author: Morgan Wild
Created on June 1, 2021, 2:18 PM
Purpose: UML class diagram for Project 2

Array

-unsigned short size

-T content

-newAry(s : short) : void

+Array(s : short)

+~Array()

+Array()

+getCont(index : int) : short

+setSize(n : short) : void

+ascSort() : void

+dupSort() : void

+dscSort() : void

+setCont(index : int, value : T) : void

Player

-unsigned short bonus

-const short MAX

-string name

-Ctgries ctgries[MAX]

-unsigned short score

+Player()

+getScr() : unsigned short

+getBns() : unsigned short

+getMAX() : unsigned short

+getName() : string

+setScr(s: unsigned short) : void

+setBns(b: unsigned short) : void

+setName(n: string) : void

+operator short() : short

&operator <<(ostream & stream, const Player &obj) : ostream

Extends

Dice

-roll : unsigned short

+setRoll(index : int) : void

-newAry(numDice: short) : void

+getRoll(index : int) : unsigned short

+Dice(obj : const Dice &)

+Dice(s : short)

Ctgries

+operator short() : short

-newAry(s: short) : void

+Ctgries(s : short)

Classname

- const unsigned short MAX

- const unsigned short DICE

- unsigned short turn

- unsigned short nPlyrs

-Players *players

-Dice dice[DICE]

+Game()

+~Game()

+getMAX() : unsigned short

+getNPlyrs() : unsigned short

+getScr() : short

+getName(index : int) : string

+getTurn() : unsigned short

+setNPlyrs(n : short) : void

+setPlyr(n : string, index : int) : void

+setTurn() : void

«enumeration»
Ctgry
ACES
TWOS
THREES
FOURS
FIVES
SIZES
THRKIND
FRKIND
FULLHS
SMSTRT
LGSTRT
YAHTZEE
CHANCE

+round() : void

◇ +numRoll(input : short &) : void

+reroll(j : const short, index :
short &) : void

+vwRoll() : void

+slctCat(pNum : int, input : short &)
: void

+setScr(pNum : int, input : short)
 : void

+lastScr(pNum : int) : void

&operator <<(ostream & stream,
const Game &obj) : ostream