HILO GAME

FIRST CLASS

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| Object: Dealer  Responsibility: The responsibility of this class is to control the sequence of the play.     |  |  | | --- | --- | | Behaviors:  Start game  Get input  Output  Update Points  Play again | State:  Is playing  Disply\_card  Guess card  Guess  Points  New points | |

SECOND CLASS

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| Object: Display\_card  Responsibility: The responsibility of this class is displaying the cards, one at a time.     |  |  | | --- | --- | | Behaviors:  drawn | State:  Card number | |

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| class: Dealer |
| is\_playing: string  card: integer <Card>  guess\_card: integer  guess: string  points: integer  new\_points: integer |
| start\_game (): None  get\_input (): None  output (): None  update\_points (): None  play\_again (): None |

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| class: Card |
| card\_number: integer |
| drawn (): number of the card |