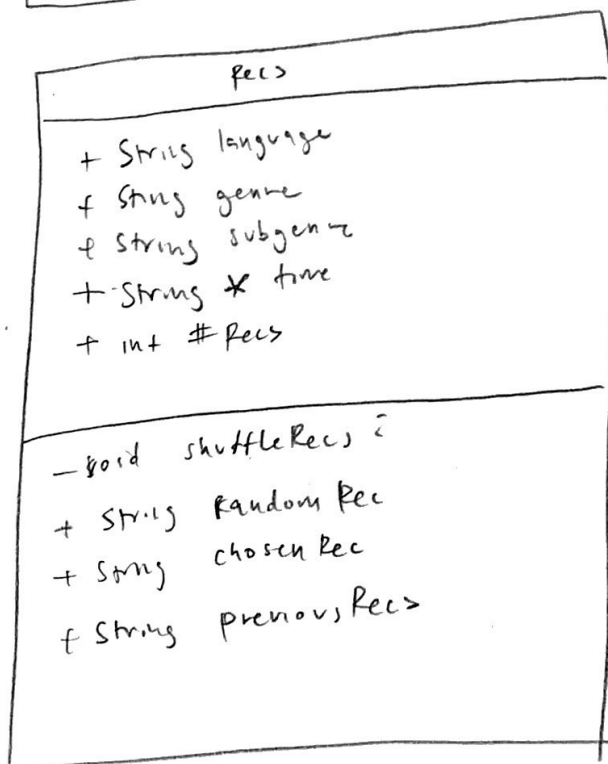CNN — Nicole Zhou ; Duck, Corina Chen ; Binktop, Nada Hameed & Ray
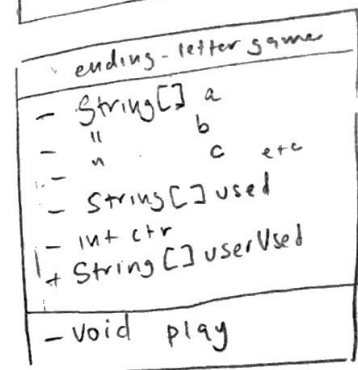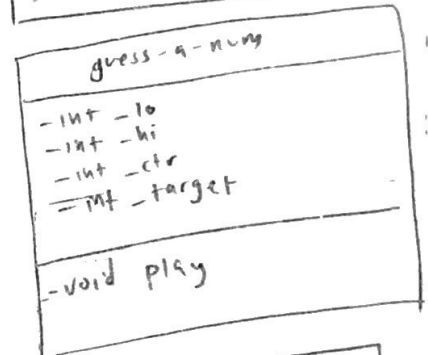PD 6
APCS
01/19/2022

UML Diagrams for final Project

→ perhaps
not madlibs
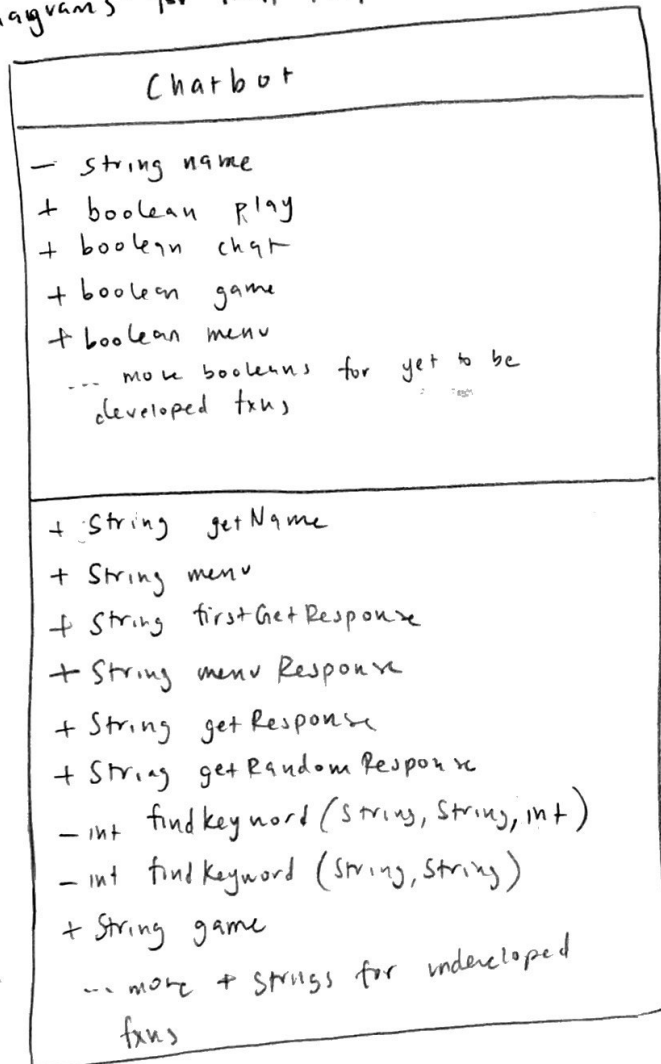
✗ do we need separate
classes per game?

Chatbot

- String name
+ boolean play
+ boolean chat
+ boolean game
+ boolean menu
... more booleans for yet to be
developed txns

+ String getName
+ String menu
+ String firstGetResponse
+ String menuResponse
+ String getResponse
+ String getRandomResponse
- int findKeyword (String, String, int)
- int findKeyword (String, String)
+ String game
... more + Strings for undeveloped
txns

Hangman

+ String word
- int lives
+ String[] chosenLtrs
- String[] notChosen

- void play

guess-a-num

- int _lo
- int _hi
- int _ctr
- int _target

- void play

ending - letter game

- String[] a
- " b
- " c etc
- String[] used
- int ctr
+ String[] userUsed

- void play

— with several
subclasses

✗ could be int?

Recs

+ String language
+ String genre
+ String subgenre
+ String ✗ time
+ int #Recs

- void shuffleRecs ?
+ String RandomRec
+ Song chosenRec
+ String previousRec>

class
✗ Woo does not yet
have any methods /
attributes