Score( )

addScore( )

addScore( )

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Course Class

* courseName: String
* courseRating: double
* courseSlope: int
* HIGH\_COURSERATING: int
* LOW\_COURSERATING: int
* LOW\_COURSESLOPE: int
* HIGH\_COURSESLOPE: int

+ Course( )

+ Course(String, double, int)

+ getCourseName( ) : String

+ getCourseRating( ): double

+ getCourseSlope( ) : int

+ setDate ( String )

+ setCourseName(String)

+ setCourseRating(double)

+ setCourseSlope(int)

+ toString( ) : String

Score Class

* score: int
* date: String
* HIGH\_SCORE: int
* LOW\_SCORE: int

+ Score ( )

+ Score (String, int, String, double int)

+ getScore( ) : int

+ getDate( ) : String

+ setScore ( int )

+ setDate ( String )

+ toString( ) : String

BowlerScore Class

* laneName: String
* score : int
* date: String
* SCORE\_LOW : int
* SCORE\_HIGH: int

+ BowlerScore ( )

+ BowlerScore (String, int, String )

+ getLaneName( ) : String

+ getDate( ) : String

+ getScore ( int )

+ setLaneName( String)

+ setScore( int )

+ setDate( String )

+ toString( ) : String

*Player Class*

* name: String
* IDNum: int
* nextIDNum: int

+ Player( )

+ Player (String, String)

+ getName( ) : String

+ getIDNum( ) : int

+ setName(String )

+ setIDNum( )

*+calculateHandicap( ): double*

+toString( ): String

Bowler Class

* teamnName: String
* bsScores: ArrayList of scores

+ Bowler ( )

+ Bowler( String, String)

+ getTeamName( ) : String

+ setTeamName(String )

+ addScore(String, int, String)

+ calculateHandicap( )

+ toString( )

Golfer Class

* homeCourse: String
* scores: ArrayList of scores
* NOTFOUND: int

+ Golfer ( )

+ Golfer (String, String)

+ toString( ) : String

+ getHomeCourse( ) : String

+setHomeCourse(String)

+addScore(String, int, String, double, int)

-findScore( String)

+getScore(String)

+lowestScore( ) : Score

+ deleteScore ( String ) : Boolean

+calculateHandicap( ) : double