Class document: Write down a paragraph describing which classes you will create to finish this implementation with a block diagram.

To complete this implementation, I will create two classes: the Driver class and the Game class. The Driver class will have a start method which will take a boolean value as a parameter and a Scanner object. The boolean value will be used to determine if the game should run in testing mode. The Scanner object will be used to read input from the keyboard and will only be created once in the program. The start method will create a Game object, passing the Scanner object and the boolean value to the Game constructor. The Game class will have a runGame method which will carry out the actual game. The Game class will also take the Scanner object as a parameter and use it to read input from the keyboard. The Game class will use an instance of the provided SecretCodeGenerator class to generate the random secret code for each game. The Guess class will be used in the implementation of the game logic where I would check for what the input is.