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UML Diagrams

Class Name: BingoCard
Instance Variables: Balls int [100]- Board arr [String [5][5]]- String BingoBall-
Populate + Printcard + Popboard + Checkbingo + Drawball + Markx + board() + printBlower + popBlower + Public static popcard + (comparable)

Class Name: BingoGame

Instance Variables:
  protected static int[] ballBlower
  protected static Comparable[][] bingoCard
  protected static int ballDrawn;
  protected static boolean _BINGO;
  protected static int turn_num;

toString + Game + bingoTurn() +

Class Name: SortNSearches
Instance Variables: private String playername - private int Gamenum - private new Game -

BinSearch + LinSearch + BubbleSort + SelectionSort + InsertionSort +

Class Name: Woo (puts everything together)
Instance Variables: private String playername - private int Gamenum - private new Game -
toString +

Class Name: BiasBingo (implements BingoGame)
Instance Variables: private String playername - private int Gamenum - private new Game -
drawBall() + bingoTurn() +

Class Name: regBingo (extension of bingoGame)
Instance Variables: private String playername - private int Gamenum - private new Game - Boolean bingo - Int turn -
Populate + Printcard + Popboard + Checkbingo + Drawball + Markx + board() + printBlower +

popBlower +
Public static popcard + (comparable)
toString +