

- 1. The design is same as the assignment 1.
- 2.There are seven new classes: GameDialog.java MainFrame.java GameResult.java GameFullException.java NoRefereeException.java TooFewAthleteException.java WrongTypeException.java. The MainFrame.java is the main window of the game. The GameDialog is the dialog for creating a new game.
- 3. The user should first create a game by click the 'new game' button. The he should click the 'run' button to run the game and the game process will be shown as progress bars and the game result will be shown in the middle of the window. Also, the user can click the 'game result', 'athlete point' and 'all result' buttons to see the results.