## SymbolEnum A G H TurnEnum Red Blue

## Game + SymbolEnum: Enum + currentturn: TurnEnum - rnd: Random Spot + Istspots: List<Spot> + Istlblred: List<Spot> - rnd: Random + Istlblblue: List<Spot> + backcolor: Color - colorred: Color + backcolormaui: Color - colorblue: Color - colorempty: Color + isenabled: Bool + spotvalue: String + txtdie: String + RandomSymbol(List<Spot> Istcolor) - ConvertToMauiColor( System.Drawing.Color systemColor + msg: String + StartSetup() + SwitchTurn() + DetectWinner(List<Spot> list, Color turnscolor, Enum color) FillSpots(List<Spot> list, Color turnscolor) HitSymbol(List<Spot> fillspots, List<Spot> turnslist, Color turnscolor)

- StatusMessage(TurnEnum color)

+ GenerateDieNumber()