GameConfiguration

Max turns: guessNumber

Colors: colors

Pegs in a Row: pegNumber

Computer

- Secret: secret

+ checkCode(Code c):int[]

+ validateIn(String s): boolean

Display

- Messages: msgs

+ prompt(int msgNum): void

Player

- State: ready

+ guess(): String

+ startGame(): ready

+ playAnother(): ready

+ showHistory(): null

Driver

Game

- Turns: History

- This turn: Round

- State: Playing +resetNew(): void +declareResult(): void +getHistory(): History +getState(): Playing +setState(): void +getRound(): Round

Code

-Sequence: pegs

+compare(Code c): int[]

+equals(Object c): boolean

+toString(): String