## MatstermindGame UML

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## **MastermindGame**

- CODE\_LENGTH: int - MAX\_GUESSES: int

- DIGITS: string - code: string

- numGuesses: int

+ MastermindGame()

+ playGame(): void

+ generateCode(): void

+ getInput(): string

+ checkGuess(guess: string): bool

+ getCorrectDigits(guess: string): int

+ getIncorrectDigits(guess: string, correctDigits: int): int