

Use case : unchanged

The Driver class is at the highest level and contains the main() method. The Scanner and Game objects are created here, with the Scanner being passed to the Game object as a constructor parameter. Game contains the runGame() method, responsible for running the game. runGame() interacts with the user, taking guesses from the user as input and printing out feedback & results. runGame() interacts with the Board class, which holds the secret code and past guesses/feedback, just like in real life. The Board class has a SmallPegs object, which are the small pegs used for feedback. The functions that set the feedback are located here. All of these classes, sans Driver, extend the GameConfiguration class for ease of access to the fields specifying the game's configuration.

