**01: UML Diagram (Study Application)**

Name: Leo Vallecillo

**Default class Program:**

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| **Program** |
|  |
| Main() |

**Minimum three custom class diagrams:**

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| --- |
| **StudyGame** |
| ~~TotalQuestions: int~~  ~~Answered: int~~  ~~Remaining: int~~  ~~Passed: bool~~  input: string  score: int |
| ~~Reset()~~  ~~Shuffle()~~  Start() |

|  |
| --- |
| **~~StudyQuestion~~** |
| ~~Question: string~~  ~~Answer: string~~ |
| ~~Show()~~ |

|  |
| --- |
| **Player** |
| ~~Score: int~~  Name: string |
| ~~Answer()~~ |

Streamlined a lot of the code! Removed unneccessary and unused classes, moved Score to StudyGame, kept Name in Player, removed Answer as a constructor because of the input property making it unneeded.