

UserInterface

Menu

MenuOption

Deck

Class for creating and printing a deck of cards

+ m_cards : vector<Card*>
+ m_cardSize : int
+ m_cardCount : int
+ m_numberMax : int

+ Deck(cardSize, cardCount, numberMax)
+ print(out) : prints an entire deck
+ print(out, cardIndex) : prints card at cardIndex
+ dividingLine : prints a line to make a card look pretty
+ gettters for all attributes

Card

Class for the creation of a Bingo card

+ m_numberSet : vector<int>
+ m_cardNumber : int << unique identifier for each card in the deck

+ Card(cardSize, numberMax, cardNumber)
+ createNumberSet(cardSize, numberMax) : void
^creates a set of unique numbers for the card
+ getters for attributes

use