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2-13-2015

UML Diagram

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| AssassinManager |
| - killRing: AssassinNode  - graveyard: AssassinNode  - live: int  - dead: int |
| - sizeCheck(Collection,int)  + AssassinManager(ArrayList<String>)  + printKillRing()  + printGraveyard()  + killRingContains(String): boolean  + graveyardContains(String): boolean  + isGameOver(): boolean  + winner(): String  + kill(String) |