

```
=====
      NimGame
=====
- stones : int
- rand : Random
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+ NimGame()
+ getStones() : int
+ playerMove(take : int) : boolean
+ computerMove() : int
+ gameOver() : boolean
=====
```

```
=====
      Nim2
=====
+ main(args : String[]) : void
=====
```

Relationship:
Nim2 --> NimGame (creates and uses)