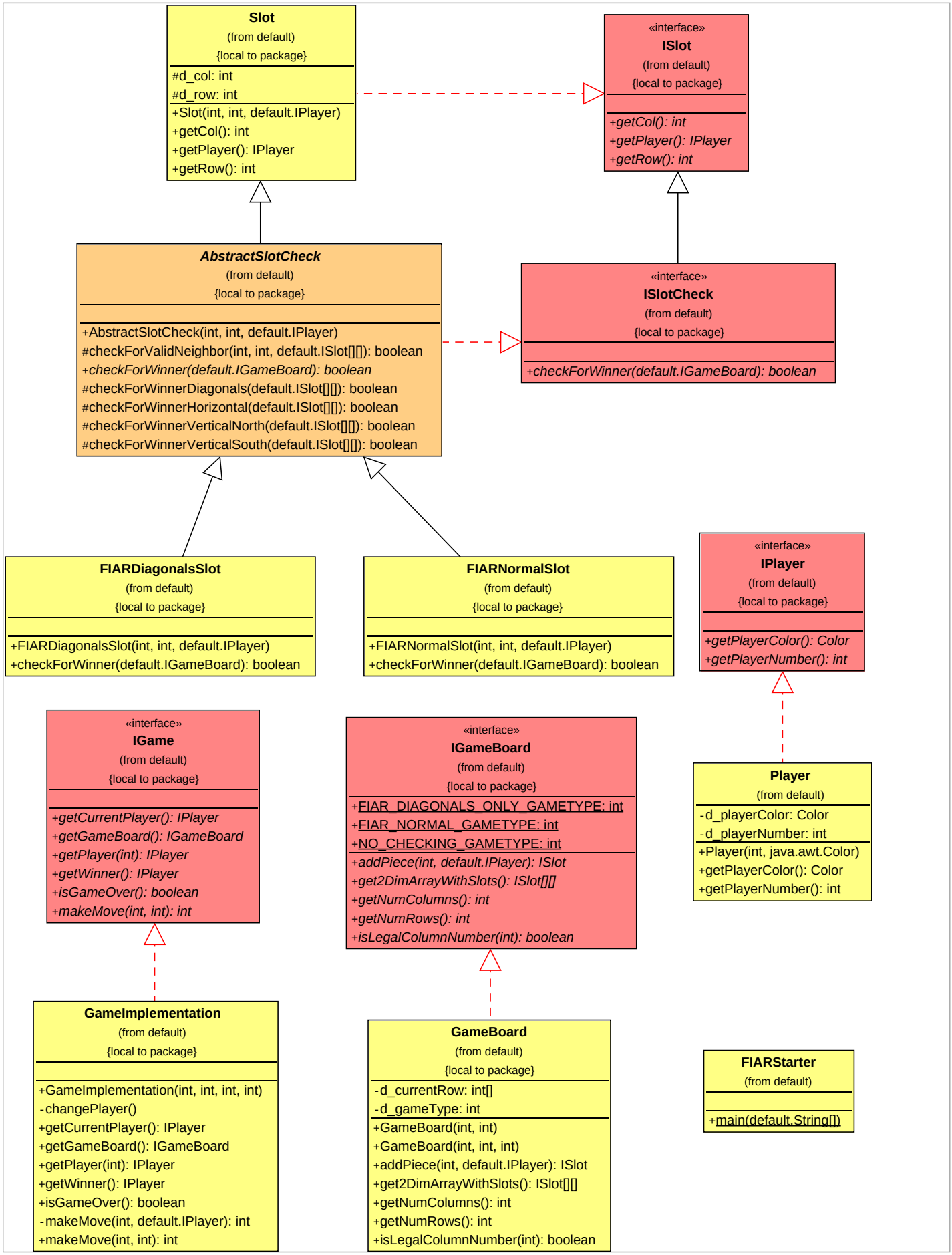
Slot
(from default)
{local to package}
#d_col: int
#d_row: int
+Slot(int, int, default.IPlayer)
+getCol(): int
+getPlayer(): IPlayer
+getRow(): int
«interface»
ISlot
(from default)
{local to package}
+getCol(): int
+getPlayer(): IPlayer
+getRow(): int
AbstractSlotCheck
(from default)
{local to package}
+AbstractSlotCheck(int, int, default.IPlayer)
#checkForValidNeighbor(int, int, default.ISlot[][]): boolean
+checkForWinner(default.IGameBoard): boolean
#checkForWinnerDiagonals(default.ISlot[][]): boolean
#checkForWinnerHorizontal(default.ISlot[][]): boolean
#checkForWinnerVerticalNorth(default.ISlot[][]): boolean
#checkForWinnerVerticalSouth(default.ISlot[][]): boolean
«interface»
ISlotCheck
(from default)
{local to package}
+checkForWinner(default.IGameBoard): boolean
FIARDiagonalsSlot
(from default)
{local to package}
+FIARDiagonalsSlot(int, int, default.IPlayer)
+checkForWinner(default.IGameBoard): boolean
FIARNormalSlot
(from default)
{local to package}
+FIARNormalSlot(int, int, default.IPlayer)
+checkForWinner(default.IGameBoard): boolean
«interface»
IPlayer
(from default)
{local to package}
+getPlayerColor(): Color
+getPlayerNumber(): int
«interface»
IGame
(from default)
{local to package}
+getCurrentPlayer(): IPlayer
+getGameBoard(): IGameBoard
+getPlayer(int): IPlayer
+getWinner(): IPlayer
+isGameOver(): boolean
+makeMove(int, int): int
«interface»
IGameBoard
(from default)
{local to package}
+FIAR_DIAGONALS_ONLY_GAMETYPE: int
+FIAR_NORMAL_GAMETYPE: int
+NO_CHECKING_GAMETYPE: int
+addPiece(int, default.IPlayer): ISlot
+get2DimArrayWithSlots(): ISlot[][]
+getNumColumns(): int
+getNumRows(): int
+isLegalColumnNumber(int): boolean
Player
(from default)
-d_playerColor: Color
-d_playerNumber: int
+Player(int, java.awt.Color)
+getPlayerColor(): Color
+getPlayerNumber(): int
GameImplementation
(from default)
{local to package}
+GameImplementation(int, int, int, int)
-changePlayer()
+getCurrentPlayer(): IPlayer
+getGameBoard(): IGameBoard
+getPlayer(int): IPlayer
+getWinner(): IPlayer
+isGameOver(): boolean
-makeMove(int, default.IPlayer): int
+makeMove(int, int): int
GameBoard
(from default)
{local to package}
-d_currentRow: int[]
-d_gameType: int
+GameBoard(int, int)
+GameBoard(int, int, int)
+addPiece(int, default.IPlayer): ISlot
+get2DimArrayWithSlots(): ISlot[][]
+getNumColumns(): int
+getNumRows(): int
+isLegalColumnNumber(int): boolean
FIARStarter
(from default)
+main(default.String[])