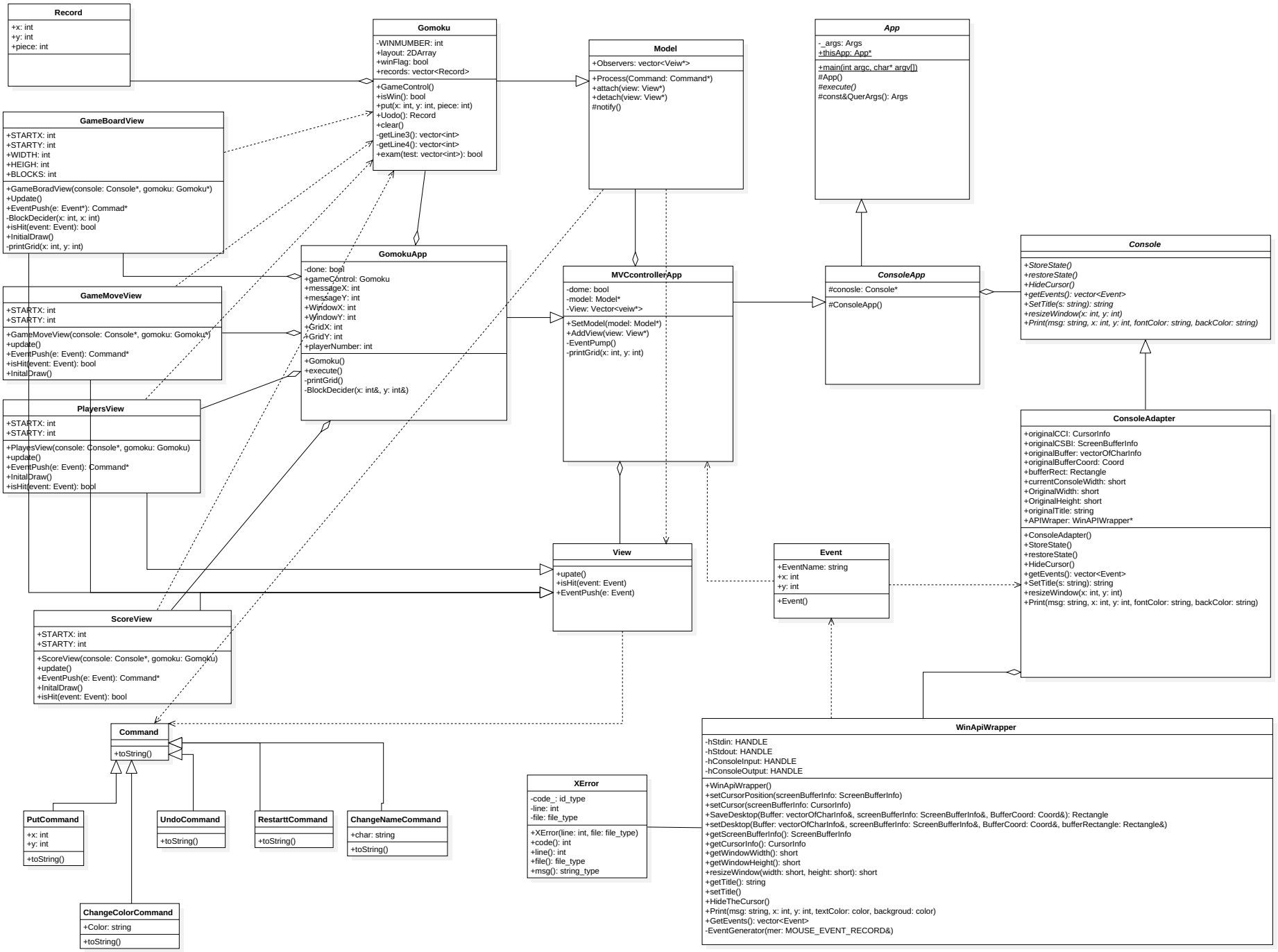
Model::Main


Record
+x: int
+y: int
+piece: int
Gomoku
-WINMUMBER: int
+layout: 2DArray
+winFlag: bool
+records: vector<Record>
+GameControl()
+isWin(): bool
+put(x: int, y: int, piece: int)
+Uodo(): Record
+clear()
-getLine3(): vector<int>
-getLine4(): vector<int>
+exam(test: vector<int>): bool
Model
+Observers: vector<Veiw*>
+Process(Command: Command*)
+attach(view: View*)
+detach(view: View*)
#notify()
App
-_args: Args
+thisApp: App*
+main(int argc, char* argv[])
#App()
#execute()
#const&QuerArgs(): Args
GameBoardView
+STARTX: int
+STARTY: int
+WIDTH: int
+HEIGH: int
+BLOCKS: int
+GameBoradView(console: Console*, gomoku: Gomoku*)
+Update()
+EventPush(e: Event*): Commad*
-BlockDecider(x: int, x: int)
+isHit(event: Event): bool
+InitialDraw()
-printGrid(x: int, y: int)
GomokuApp
-done: bool
+gameControl: Gomoku
+messageX: int
+messageY: int
+WindowX: int
+WindowY: int
+GridX: int
+GridY: int
+playerNumber: int
+Gomoku()
+execute()
-printGrid()
-BlockDecider(x: int&, y: int&)
MVCcontrollerApp
-dome: bool
-model: Model*
-View: Vector<veiw*>
+SetModel(model: Model*)
+AddView(view: View*)
-EventPump()
-printGrid(x: int, y: int)
ConsoleApp
#conosle: Console*
#ConsoleApp()
Console
+StoreState()
+restoreState()
+HideCursor()
+getEvents(): vector<Event>
+SetTitle(s: string): string
+resizeWindow(x: int, y: int)
+Print(msg: string, x: int, y: int, fontColor: string, backColor: string)
GameMoveView
+STARTX: int
+STARTY: int
+GameMoveView(console: Console*, gomoku: Gomoku*)
+update()
+EventPush(e: Event): Command*
+isHit(event: Event): bool
+InitalDraw()
PlayersView
+STARTX: int
+STARTY: int
+PlayesView(console: Console*, gomoku: Gomoku)
+update()
+EventPush(e: Event): Command*
+InitalDraw()
+isHit(event: Event): bool
ConsoleAdapter
+originalCCI: CursorInfo
+originalCSBI: ScreenBufferInfo
+originalBuffer: vectorOfCharInfo
+originalBufferCoord: Coord
+bufferRect: Rectangle
+currentConsoleWidth: short
+OriginalWidth: short
+OriginalHeight: short
+originalTitle: string
+APIWraper: WinAPIWrapper*
+ConsoleAdapter()
+StoreState()
+restoreState()
+HideCursor()
+getEvents(): vector<Event>
+SetTitle(s: string): string
+resizeWindow(x: int, y: int)
+Print(msg: string, x: int, y: int, fontColor: string, backColor: string)
View
+upate()
+isHit(event: Event)
+EventPush(e: Event)
Event
+EventName: string
+x: int
+y: int
+Event()
ScoreView
+STARTX: int
+STARTY: int
+ScoreView(console: Console*, gomoku: Gomoku)
+update()
+EventPush(e: Event): Command*
+InitalDraw()
+isHit(event: Event): bool
Command
+toString()
PutCommand
+x: int
+y: int
+toString()
UndoCommand
+toString()
RestarttCommand
+toString()
ChangeNameCommand
+char: string
+toString()
ChangeColorCommand
+Color: string
+toString()
XError
-code_: id_type
-line: int
-file: file_type
+XError(line: int, file: file_type)
+code(): int
+line(): int
+file(): file_type
+msg(): string_type
WinApiWrapper
-hStdin: HANDLE
-hStdout: HANDLE
-hConsoleInput: HANDLE
-hConsoleOutput: HANDLE
+WinApiWrapper()
+setCursorPosition(screenBufferInfo: ScreenBufferInfo)
+setCursor(screenBufferInfo: CursorInfo)
+SaveDesktop(Buffer: vectorOfCharInfo&, screenBufferInfo: ScreenBufferInfo&, BufferCoord: Coord&): Rectangle
+setDesktop(Buffer: vectorOfCharInfo&, screenBufferInfo: ScreenBufferInfo&, BufferCoord: Coord&, bufferRectangle: Rectangle&)
+getScreenBufferInfo(): ScreenBufferInfo
+getCursorInfo(): CursorInfo
+getWindowWidth(): short
+getWindowHeight(): short
+resizeWindow(width: short, height: short): short
+getTitle(): string
+setTitle()
+HideTheCursor()
+Print(msg: string, x: int, y: int, textColor: color, backgroud: color)
+GetEvents(): vector<Event>
-EventGenerator(mer: MOUSE_EVENT_RECORD&)