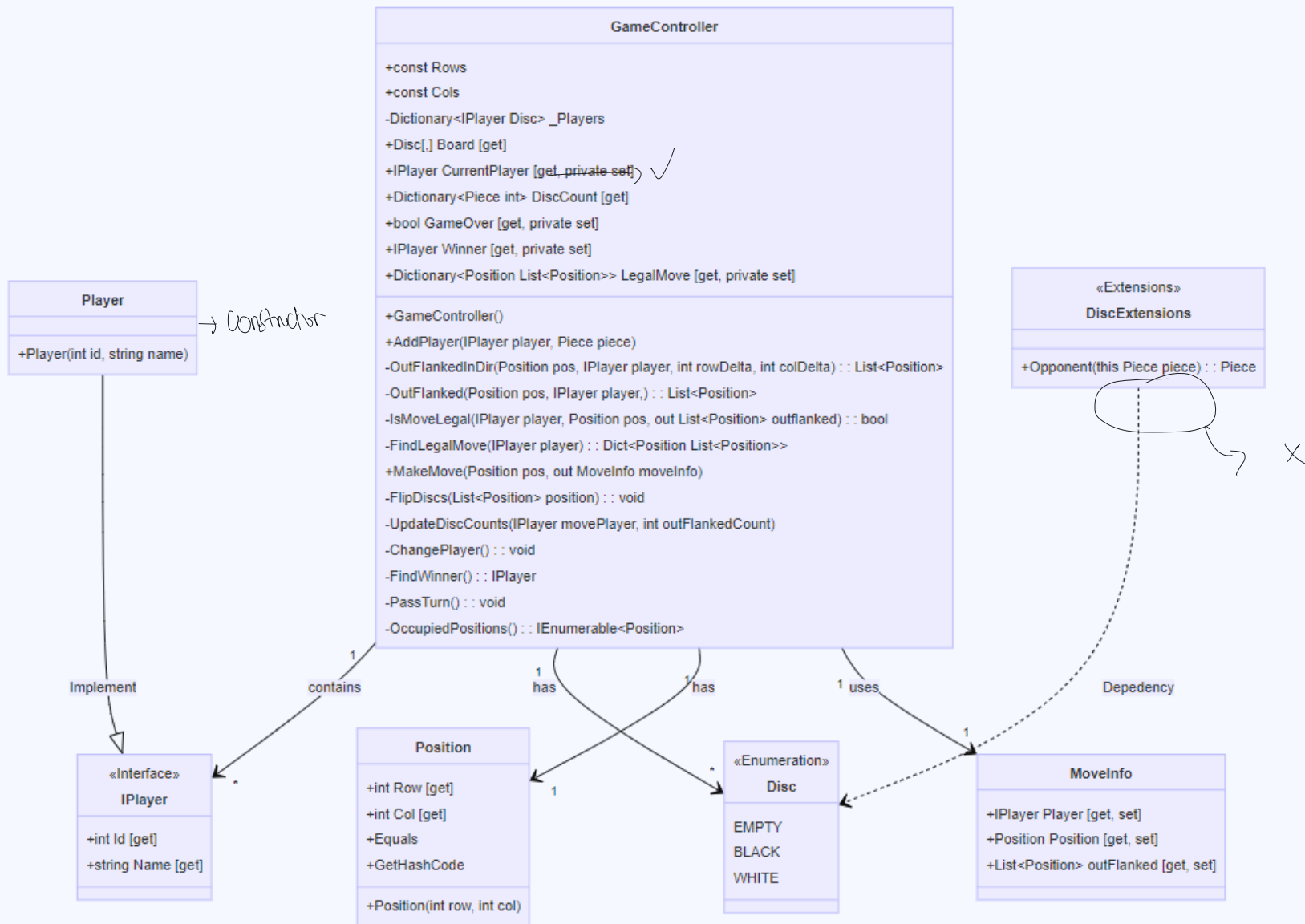


Othello Class Diagram

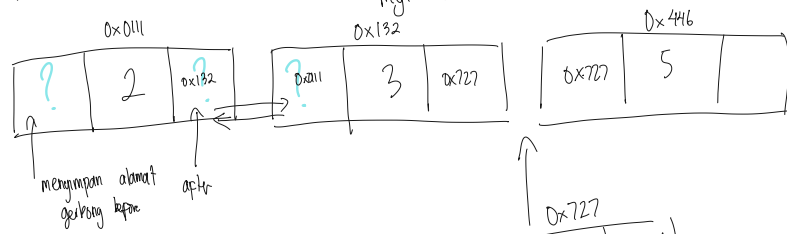


MakeMove (Position) : bool
 TryMove (Position, out MoveInfo) : bool

+ CheckPlayer (Player) : Disc
 + Check Disc (Disc) : Player
+ Get Disc (Disc) : Disc [I, J] x
 optional
 + Get Current Player() : Player
 + Get Current Turn() : Colour / Disc
 + Change Turn (Disc) : bool
 + Change Turn (Player) : bool
 + Next Turn () : Player
 Disc

LinkedList<int>

var myLinkedList = new LinkedList<int>()
 myLinkedList.Add(2);
 myLinkedList.Add(3);



List<int> a = {1, 2, 3, 4, 5, 6}



a.Remove(0);

