



«interface» IRiverCrossingController

- +newGame(ICrossingStrategy gameStrategy)
- +resetGame
- +getInstructions:Sting[]
- +getCrossersOnRightBank:List<lCrossers>
- +getCrossersOnLeftBank:List<ICrossers>
- +isBoatOnLeftBank:boolean
- +getNumberOfSales:int
- +canMove(List<lCrosser>,boolean):boolean
- +canMove(List<lCrosser>,boolean)
- +canUndo:boolean
- +canRedo:boolean
- +undo
- +Redo
- +saveGame
- +loadGame

Images

- + getLeftImages(BufferedImages[]):Image
- + getRightImages(BufferedImages[]):Image

Boat

- +getInstance:Boat
- +getImage:bufferedImage
- +setMembers(ICrosser ob1,ob2)