Model::Main

Island

-id
-posX
-posY
-posXImg
-posYImg
-img
-color
-isSelected
-lstRoad

+Island(id: String, posX: int, posY: int, posXImg: int, posYImg: int, color: int)
+isSelected()
+setSelected()
+hasEdgeColor(color : int)
+hasRouteBetween()

Card

-isPrimary: boolean
-color: Integer

+Card(isPrimary: boolean, color: Integer)
+getColorInt(): int
+getColorName(): String

-lstIsland

Archipelago

-firstColored: boolean
#ensRegion: Map<String, ArrayList <Node>>

+Archipelago()
+getLstIsland(): ArrayList <Island>
+getLstRoad(): ArrayList <Route>
+setFirstColored()
+coloring(): boolean

Road

-isl1: Island
-isl2: Island
-id: String
-color: int
-cost: int

+Road(id: String, isl1: Island, isl2: Island, cost: int)
+isCrossed(lstRoute: ArrayList<Route>): boolean

-lstRoad

-deck   -hand   -discard

CinkeTera

+BLUE: int
+RED: int
+MAP_CARD_COLOR: Map<String, Integer>
+logBook1: String
+logBook2: String
+isFirstLine: int
-tabPlayerColor: ArrayList<Integer>
-tour: int

+CinkeTera(ctrl : Controleur)
+generate()
+decomposeur(): ArrayList <String>
+drawCard(): Card
+changePlayerColor()
+getFinalScore(): int

-g

-metier

Controleur

-ihm

-ctrl

FrameGame

+repaintPanel()
+endGame()
+nextRound()

-ctrl

PanelGame

+color: int
+startColor: int
+lblScore: JLbael
-btnShowLog: JButton
-btnSkip: JButton
-btnDownload: JButton

+majFrameLog()
+lighten(isl: Island)
+darken(isl: Island)
+neutral(isl: Island)
+repaintCard()

-tabLblCard

LblCard

+current: LabellCard
+nbLblReturn: int

+repaintCard()

-ctrl

ManageMouse

+isl1: Island
+isl2: Island
-nbIsland: int

+isBetween(x: int, y: int)
+mouseMoved(e: MouseEvent)
+mouseClicked(e: MouseEvent)
+deselect()

Model1::Island