ConnectNInterface

-player : int
-moveNum: int
-quitGame: char
-undoMove: char
-board: array
-newGame: char
-previousGame: char
-playerName: String
-saveGame: char
-playAgain: char

+undoMove(): void
+quitGame(): void
+saveGame(): void
+playAgain(): void
+previousGame(): void
+newGame(): void
+chooseColor(): void
+ConnectNInterface()
+ConnectNInterface()
+main(in args[]: String): void

GameFiles

-gameFileName: String
-gameWriter: fileWriter

+Game(): void
+open(): void
+close(): void
+operation()

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ConnectNGame

-whoseTurn: int
-currentPlayer: int
-red:char
-yellow: char
-rows: int
-columns: int
-numOfN: int
-player1: int
-player2: int

+numRows(): void
+numColumns(): void
+numTurns(): void
+checkDiagonal(): void
+checkHorizontal(): void
+checkVertical(): void
+players(): void
+connectN(): void
+ConnectNGame()
+ConnectNGame()
+setNumOfN(in ConnectNGame: int): void
+setCurrentPlayer(in ConnectNGame: int): void
+setRed(in ConnectNGame: char): void
+setYellow(in ConnectNGame: char): void
+setRows(in ConnectNGame: int): void
+setColumns(in ConnectNGame: int): void
+setWhoseTurn(in ConnectNGame: int): void
+getNumOfN(): int
+getCurrentPlayer(): int
+getRed(): char
+getYellow(): char
+getRows(): char
+getColumns(): char
+getWhoseTurn(): int
+setPlayer1(in ConnectNGame: int): void
+getPlayer1(): int
+setPlayer2(in ConnectNGame: int): void
+getPlayer2(): int