

Ellipse2D::Double



board.BoardField

- playerColor\_
- statusColor\_
- playerColor
- statusColor
- row
- column

- + BoardField()
- + isHit()
- + getPlayerColor\_()
- + setPlayerColor\_()
- + getStatusColor\_()
- + setStatusColor\_()
- + getRow()
- + setRow()
- + getColumn()
- + setColumn()
- + getPlayerColor()
- + getStatusColor()