GameBoard

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| Method | Cohesion Type | Reasoning |
| GameBoard() | Temporal | Constructs view and applies controllers; actions need to happen at the same time |
| resetQueue() | Functional | Only calls one method |
| setQueue() | Sequential | Retrieves queue model and takes several actions on it |
| linkTiles() | Functional | Only task is to set each tile’s neighbor |
| checkWin() | Procedural | Checks for all blank tiles and displays dialog |