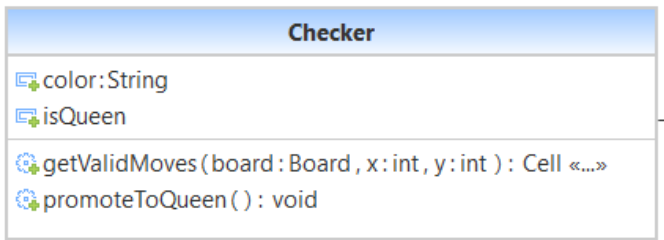
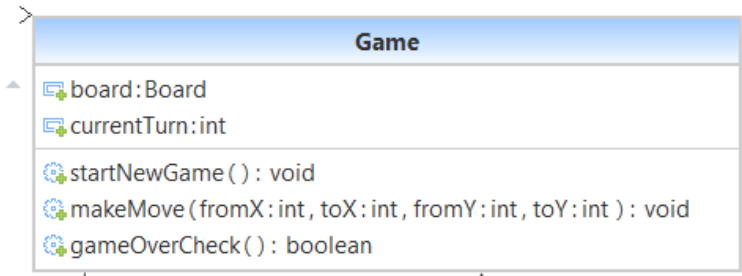


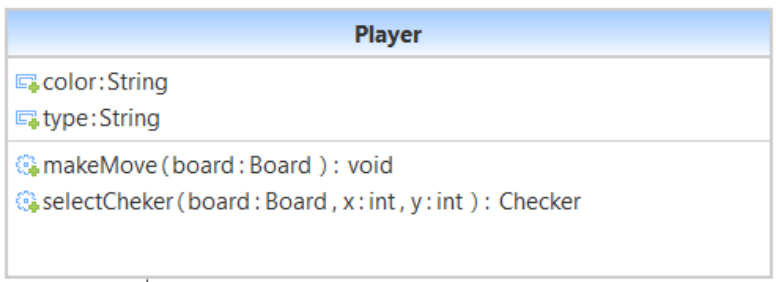
*
game

*
game



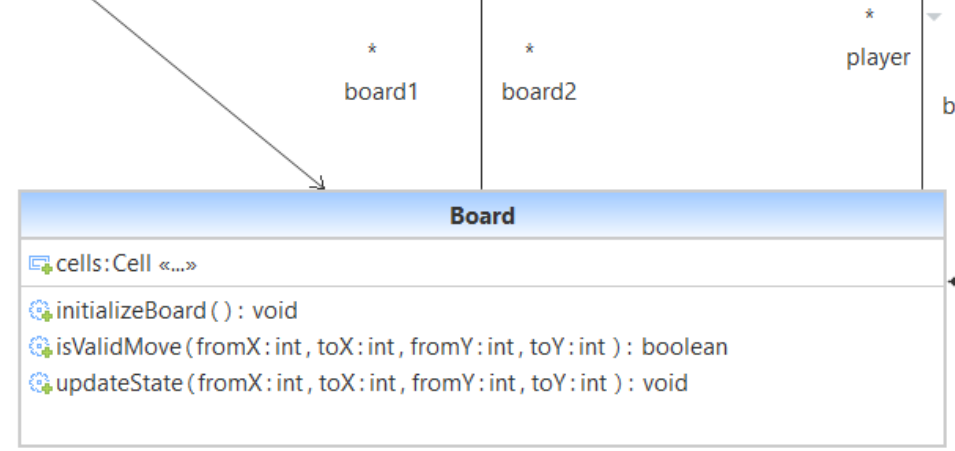
*
checker1

Checkers can exist without Cell

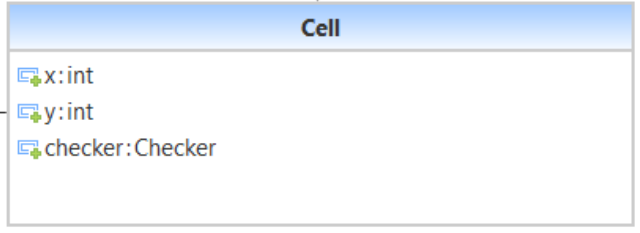


Variable "board" reference to class Board

Game can't exist without board



*
player
*
board



Board can't exist without Cell

0..1
cell