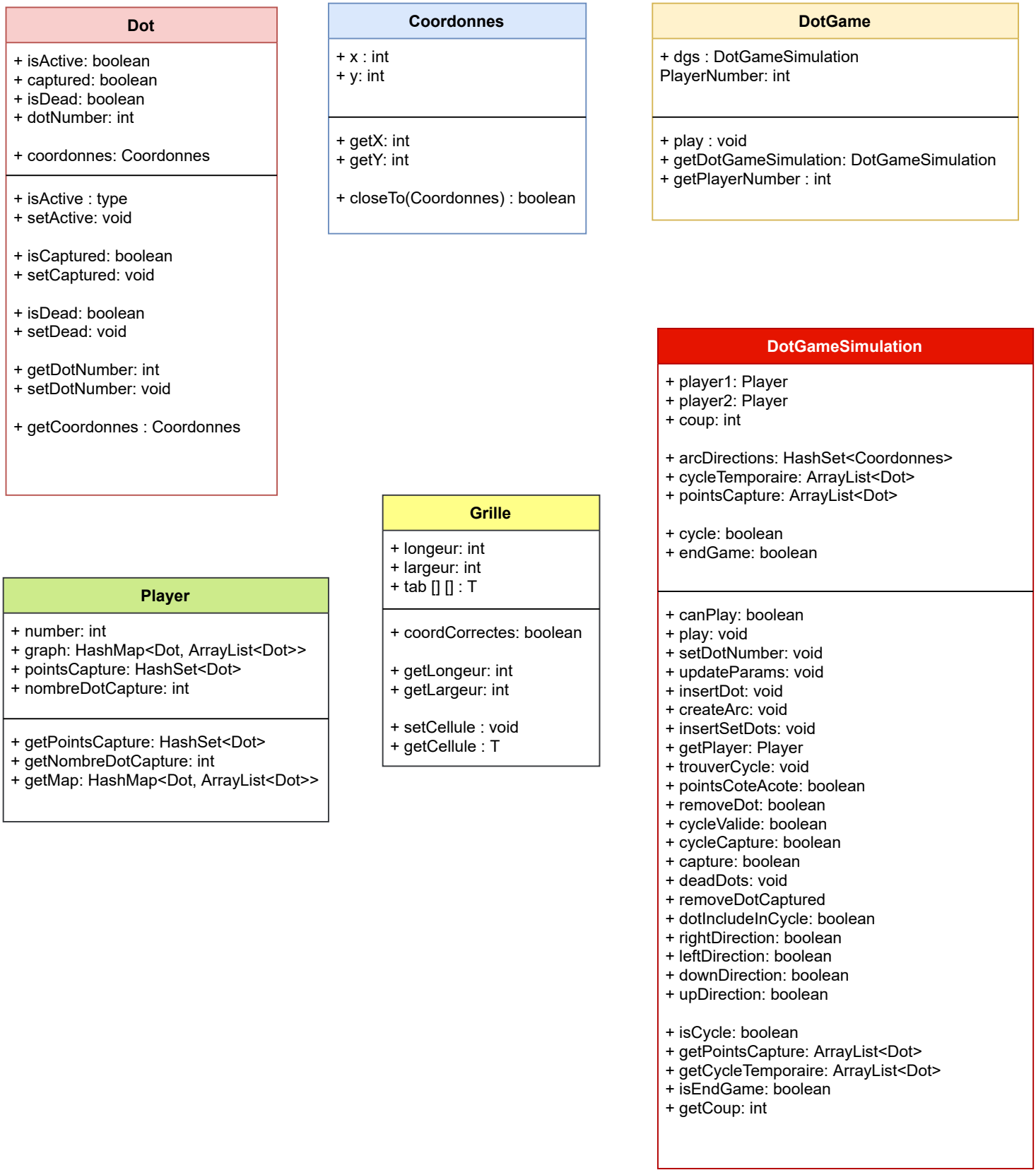
Dot
+ isActive: boolean
+ captured: boolean
+ isDead: boolean
+ dotNumber: int
+ coordonnes: Coordonnes
+ isActive : type
+ setActive: void
+ isCaptured: boolean
+ setCaptured: void
+ isDead: boolean
+ setDead: void
+ getDotNumber: int
+ setDotNumber: void
+ getCoordonnes : Coordonnes
Coordonnes
+ x : int
+ y: int
+ getX: int
+ getY: int
+ closeTo(Coordonnes) : boolean
DotGame
+ dgs : DotGameSimulation
PlayerNumber: int
+ play : void
+ getDotGameSimulation: DotGameSimulation
+ getPlayerNumber : int
Grille
+ longeur: int
+ largeur: int
+ tab [] [] : T
+ coordCorrectes: boolean
+ getLongeur: int
+ getLargeur: int
+ setCellule : void
+ getCellule : T
Player
+ number: int
+ graph: HashMap<Dot, ArrayList<Dot>>
+ pointsCapture: HashSet<Dot>
+ nombreDotCapture: int
+ getPointsCapture: HashSet<Dot>
+ getNombreDotCapture: int
+ getMap: HashMap<Dot, ArrayList<Dot>>
DotGameSimulation
+ player1: Player
+ player2: Player
+ coup: int
+ arcDirections: HashSet<Coordonnes>
+ cycleTemporaire: ArrayList<Dot>
+ pointsCapture: ArrayList<Dot>
+ cycle: boolean
+ endGame: boolean
+ canPlay: boolean
+ play: void
+ setDotNumber: void
+ updateParams: void
+ insertDot: void
+ createArc: void
+ insertSetDots: void
+ getPlayer: Player
+ trouverCycle: void
+ pointsCoteAcote: boolean
+ removeDot: boolean
+ cycleValide: boolean
+ cycleCapture: boolean
+ capture: boolean
+ deadDots: void
+ removeDotCaptured
+ dotIncludeInCycle: boolean
+ rightDirection: boolean
+ leftDirection: boolean
+ downDirection: boolean
+ upDirection: boolean
+ isCycle: boolean
+ getPointsCapture: ArrayList<Dot>
+ getCycleTemporaire: ArrayList<Dot>
+ isEndGame: boolean
+ getCoup: int