Class: C4Board

States:

data[][] – holds all the state data of the board

winner – player1, player2, null

whosTurn – Whos turn it currently is

Methods:

clear () – Clears the board data so a new game can be played

draw () – Draws the board to include all the moves that have been played

getWinner() – Returns the private variable winner

setWinner(Player name)- Assigns the private variable winner

updateMove(Player name, int column) – updates the data variable then calls the board to be drawn and changes turns

getBoardColumn() – Determine the column based on where the mouse is

checkForWin()

getNextOpen(int column) – Finds the next open space in a column

Class: C4Player

States:

name

isComputer: human/computer/internet?

wins

losses

playernum

Methods:

getAIMove() – gets the column an ai would choose if it were their turn. I may make an AI class if I decide to make a more robust AI.

getName()

getIsComputer()

getWins()

getLosses()

incWins()

incLosses()

askName()

Class: Connect4Client

States:

Methods:

main()

gameSetup()

newGame()

displayScores() – After a game show the current standings

Class: ButtonListener

States:

Methods:

actionPerformed()