Architecture of the game « Connect4 »

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| --- | --- | --- | --- | --- |
| Game | 2 global variables => | Object Grid  Object Player | => | Grid (char [][]) |
|  |  |  |  |  |
| GameGraphical  Extends Game | => | Object GridGraphical extends JFrame (  Object 1…  Object Cell extends JPanel  + listeners  Object …  ) | => | Cell ( name, val, bgColor) |
|  |  |  |  |  |
| 🡺Cell (with name) is linked with Object Grid and Object Player | | | | |