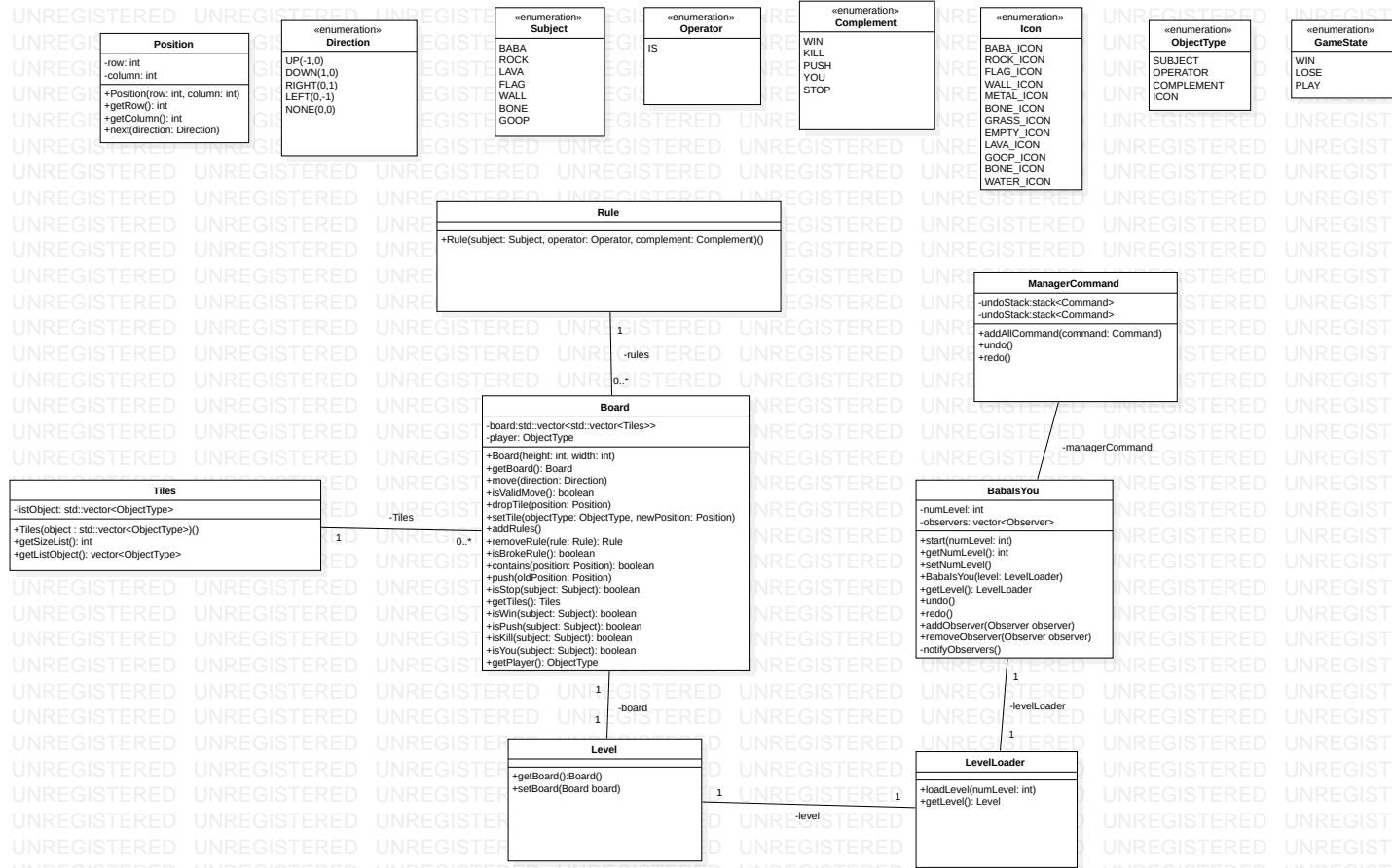
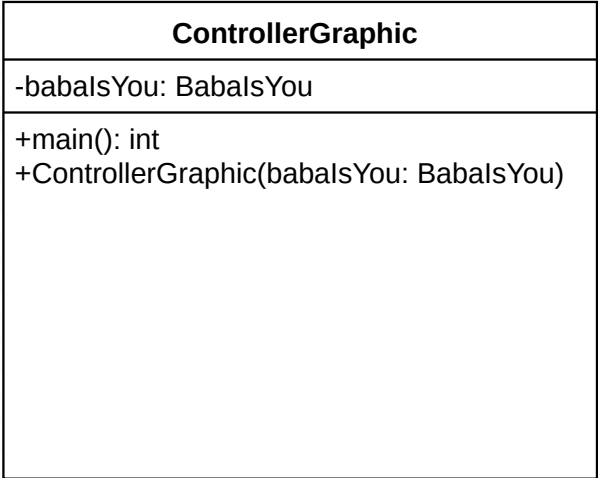
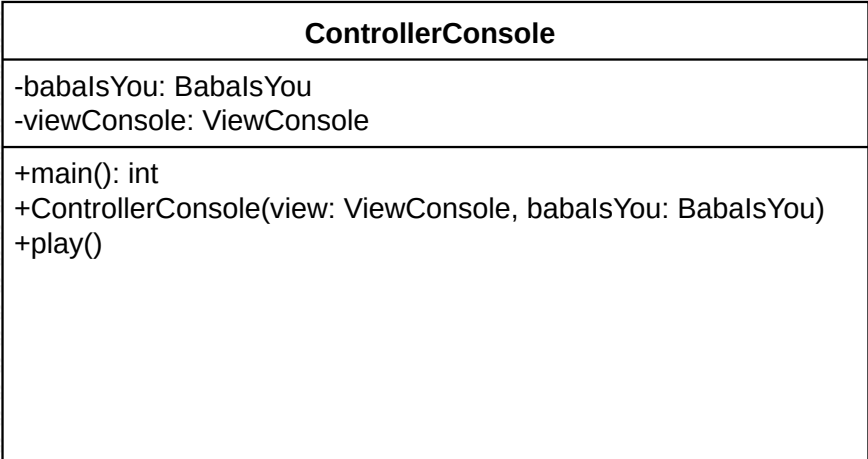


babalsYou.model.ClassDiagram1



babalsYou::controller::ClassDiagram1



babalsYou::view::ClassDiagram1

```
classDiagram
    class ViewConsole {
        +printBoard(board vector<vector<Tiles>>())
        +displayStart()
        +displayLose()
        +displayWinLevel()
        +displayEndGame()
        +askDirection()
        +update()
    }
    class MenuView {
        -babalsYou: BabalsYou
        +displayMenu()
    }
    class GameView {
        -babalsYou: BabalsYou
        +displayBoard(board vector<vector<Tiles>>())
        +update()
    }
```

The diagram illustrates the structure of the `view` package within the `babalsYou` project. It contains three classes: `ViewConsole`, `MenuView`, and `GameView`.

- ViewConsole**: Contains methods for displaying the game state and handling user input.
 - `+printBoard(board vector<vector<Tiles>>())`
 - `+displayStart()`
 - `+displayLose()`
 - `+displayWinLevel()`
 - `+displayEndGame()`
 - `+askDirection()`
 - `+update()`
- MenuView**: A view class that interacts with the `BabalsYou` object.
 - Attribute: `-babalsYou: BabalsYou`
 - Method: `+displayMenu()`
- GameView**: A view class that interacts with the `BabalsYou` object.
 - Attribute: `-babalsYou: BabalsYou`
 - Methods: `+displayBoard(board vector<vector<Tiles>>())` and `+update()`

babalsYou::util::ClassDiagram1

