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| <enum> MODE |
| SinglePlayer1  SinglePlayer2  Multiplayer |

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| CONNECT 4 GAME |
| -board: Board  -player1: Player  -player2: Player  -modalità: Mode  -timer: long |
| +connect4Game(player1: Player, player2: Player, mode: Mode): void  +startGame(): Board  +pauseGame(): void  +saveGame(): int  +quitGame(): void |

1..1

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| BOARD |
| -lenght: int  -height: int  -moveNo: int  -griglia: cell (lenght\*height) |
| +board(l: int, h: int): void  +getCell(r: int, c: int): Cell  +move (c: int): void  +scan (r: int, c: int): int |

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| PLAYER |
| -score: int  -id: int |
| +getScore(): int  +setScore(new: int): void |

1..1

1..2

16..N

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| CELL |
| -turno: int  -occupante: int |
| +cell(): void  +getOccupant(): int  +isEmpty(): boolean  +drop(moveNo: int): void  +getTurn(): int |

Ereditarietà

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| USER |
| -nickname: Text  -email: Email  -password: Text |
| +getMail(): Text  +getNickname(): Text  +changePw(old: String, new: String): void |