**Main Method:**

Following the Model-View-Control (MVC) metaphor, the Main class acts as the *Control* class, generating events. The Main class invokes the View (ConsoleUI) class and creates the board in the Model (Board) class, creating aggregation and composition relationships, respectfully. It is in this class where the program is initiated.

**ConsoleUI Method:**

Following the Model-View-Control (MVC) metaphor, the ConsoleUI class acts as the *View* class, as it is the interface between the user and the program. The ConsoleUI class is dependent on the Control (Board) class to display information to the user throughout the game.

**Board Class:**

Following the Model-View-Control (MVC) metaphor, the Board class acts as the *Model* class, as it is an instance of this object that the player is modifying throughout the course of the program. The Board class updates the View (ConsoleUI) class and also extends the ConsoleUI class. There is, however, no dependency from the Board class to with the View or Control class.