UML DIAGRAM FOR A1H8 GAME

Game

- int[][] board

+ Game()
+ int[][] getBoard()
+ void setBoard(int[][])
- void fillBoard()
+ void playGame()
- void solveProblem()
- checkTable()
+ printBoard()
- printWayAndBlackStamp()

Cell

- int row
- int col

+ Cell()
+ Cell(Cell)
+ Cell(int, int)
+ void toString()

comparison

comparison

A1H8

+ static void main(String[])