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| --- |
| Game |
| - ArrayList<ArrayList<Cell>> board  - Cell A1  - ArrayList<Cell> movesOfA1  - ArrayList<Cell> blackStones  - int player |
| + Game()  + ArrayList<ArrayList<Cell>> getBoard()  + int getPlayer()  + Cell getA1()  + void setBoard(ArrayList<ArrayList<Cell>>)  + void setPlayer(int)  + void setA1(Cell)  - void fillBoard(int, int, int, int, int)  + void playGame()  - void playerMove()  - void takeInputCell(Cell)  - boolean checkMove(Cell, Cell)  - boolean checkA1()  + void printBoard()  - void fromA1ToH8()  - void operations(int int)  + String toString()  + void printList(ArrayList<Cell>) |

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| Cell |
| - int type  - int x  - int y |
| + Cell()  + Cell(int, int, int)  + Cell(Cell)  + int getX()  + int getY()  + int getType()  + void setX(int)  + void setY(int)  + void setType(int)  + void setCell(int, int, int)  + void setCell(Cell)  + Cell getCell()  + String toString() |

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| A1H8 |
|  |
| + static void main(String[]) |

comparison

comparison

UML DIAGRAM FOR A1H8 GAME