Aufgabe 1a Aufgabe 1b

GameBoard

- board:char[][]
- gameOver:char
- + GameBoard(int,int)
- + getBoard():char[][]
- checkWin(int,int):char
 - printGame():void
- + getGameOver():char
- + setBoard(char[][]):void
- + placeStone(int,char):boolean

ConnectFour

- + player1:char = 'X'
- + player2:char = '0'
- + isPlayer1Turn:boolean = true
 - + ConnectFour()
 - + main(String[]):void

