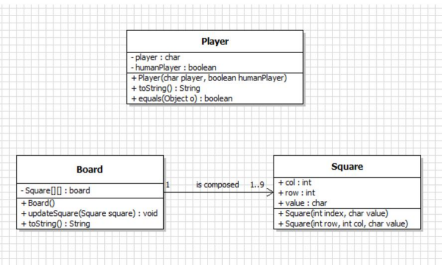
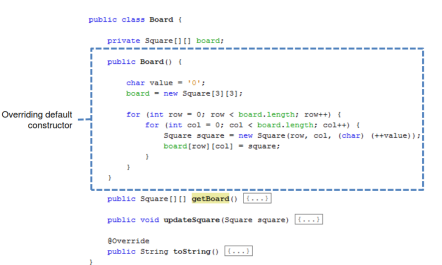
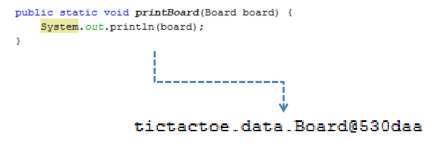
DATA LAYER

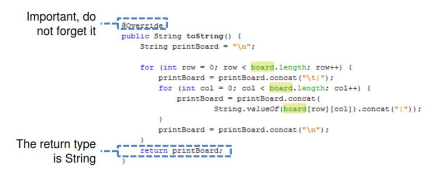


BOARD CLASS

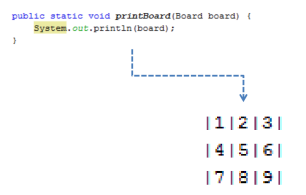


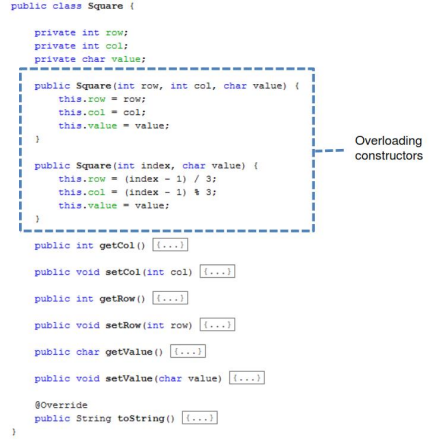
PRINTING USER DEFINED METHOD

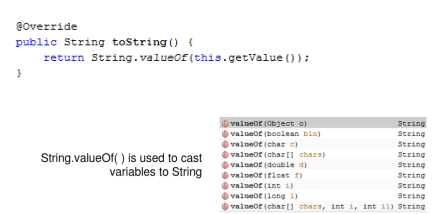
 TO STRING METHOD



OVERRIDING TOSTRING METHOD



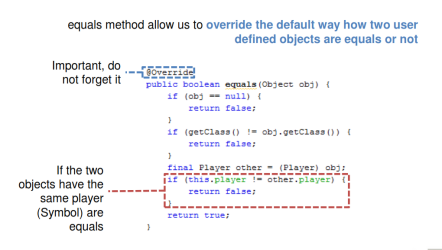


PLAYER CLASS

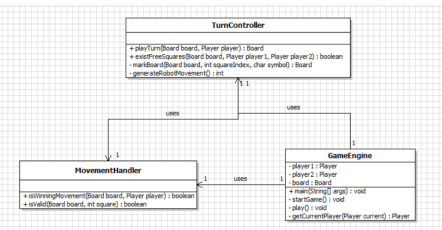


OVERRIDING TOSTRING METHOD

OVERRIDING EQUALS METHOD

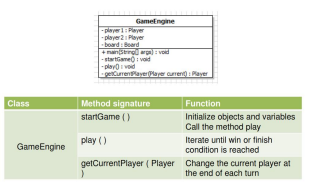


BUSINESS LOGIC LAYER

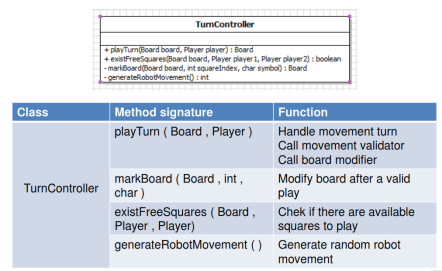
GAME ENGINE CLASS

**THIS IS THE GAME STARTING POINT**

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TURN CONTROLLER CLASS



MOVEMENTHANDLER CLASS

UML CLASS DIAGRAM



