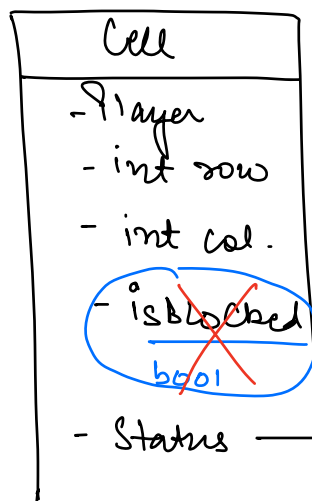
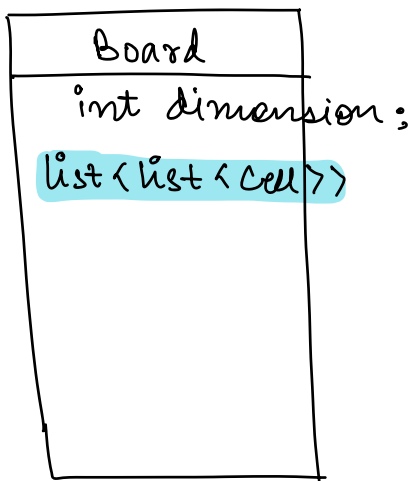
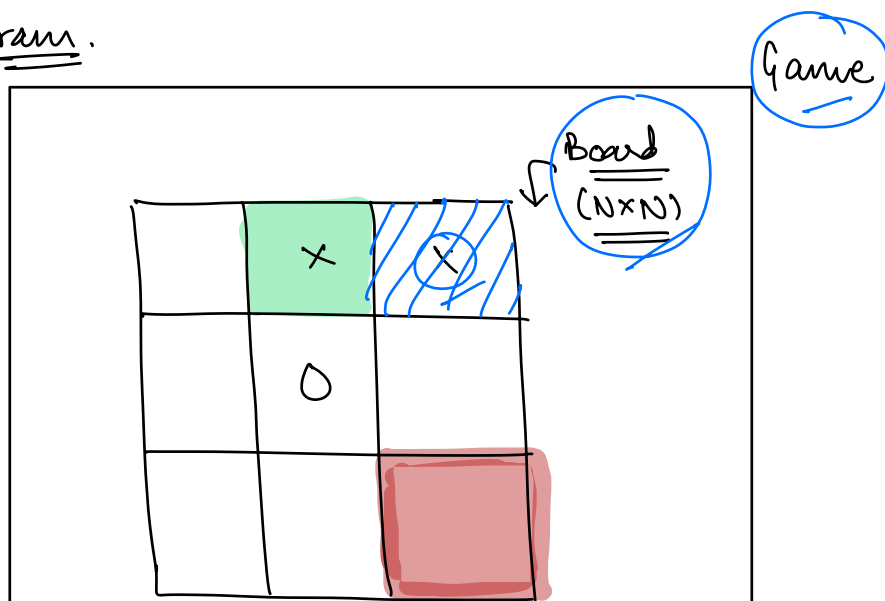
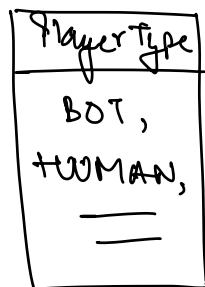
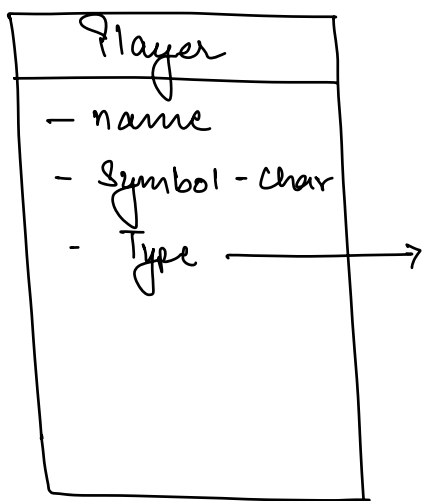
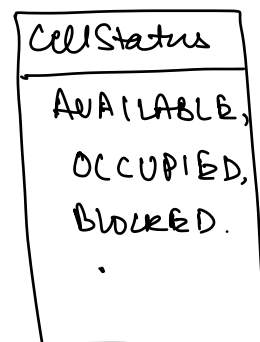
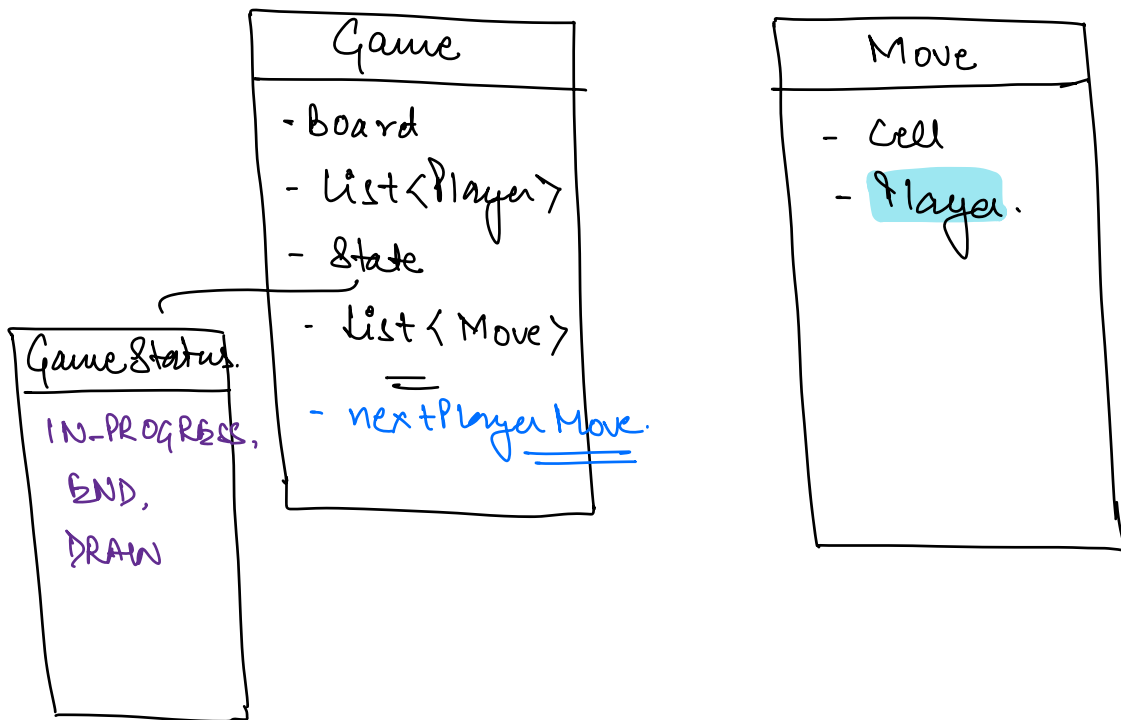
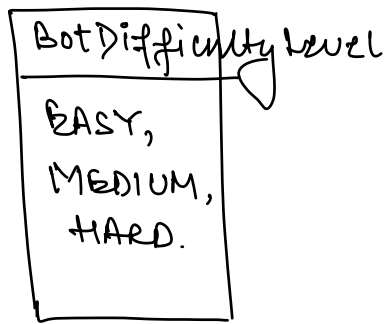


⇒ Class Diagram.

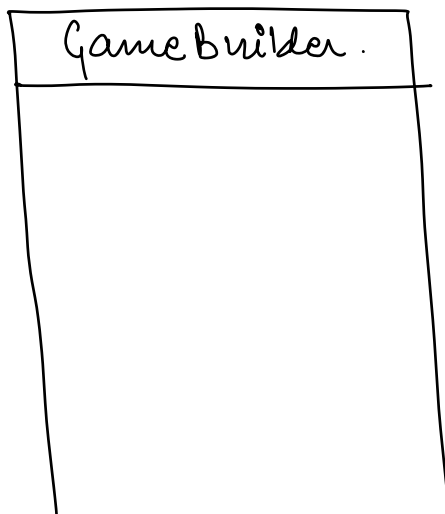


Enum.

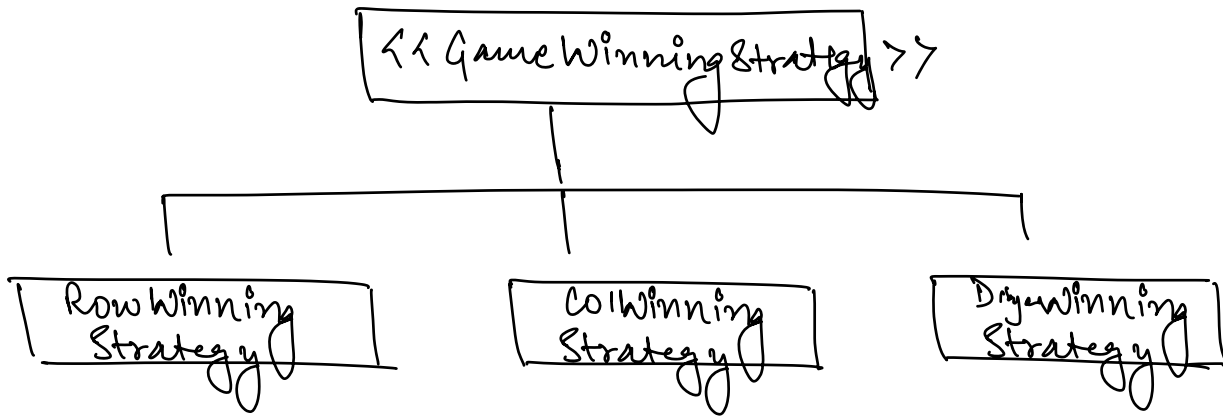




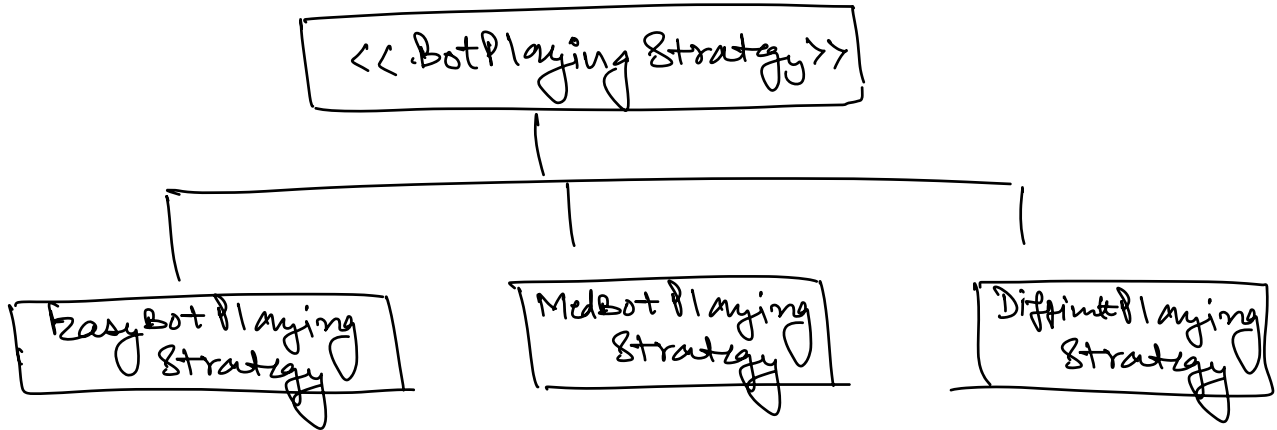
⇒



⇒ Builder Design Pattern.



⇒ Bot can play in multiple ways



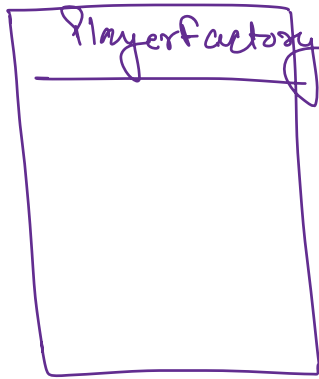
BotPlayingStrategyFactory {

BotPlayingStrategy getBotPlayingStrategyForEnum(
 BotDifficultyLevel) {

↓
enum.

3

3

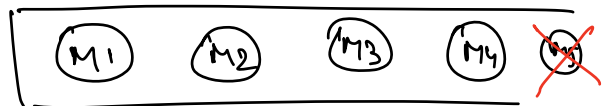
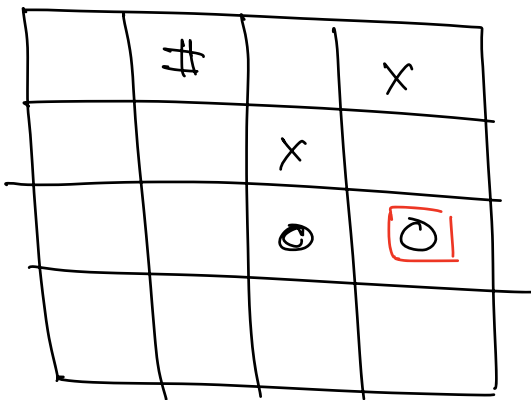


⇒ UNDO.

→ Global operation.

→ Undo the most recent Move.

Option 1:

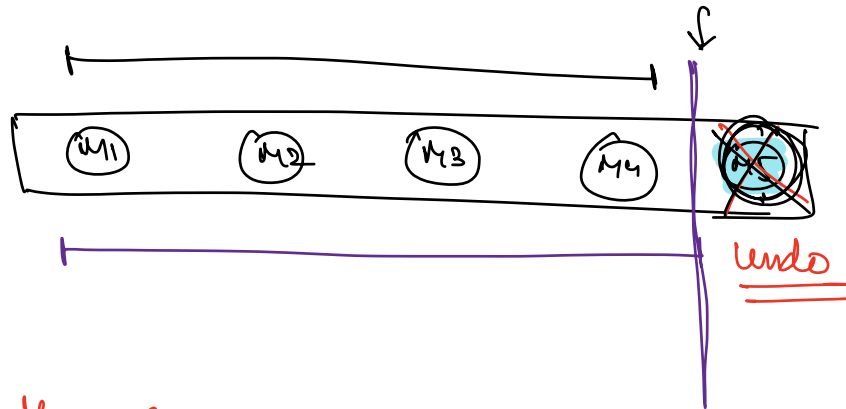


→ Remove the last move from the list of moves.

→ Update the state of the game.

⇒ It will be difficult to implement in games like Chess.

Option 2.



⇒ Clear the game state.

→ Chess.

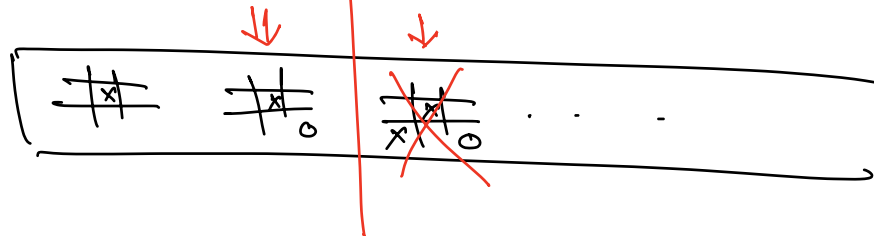
⇒ Instead of undo the last move, repeat all moves except the last one.

3)

List of Move >



List of Board >



⇒ More space.

⇒ Easier to implement / understand.

8: 42 Am.