

Model1::ClassDiagram1

Game

-board: JButton[][]-buttons: JButton[]-counters: int[][]-currentPlayers: int

-rows: int -columns: int

+MAX_ROWS: int = 21 +MAX_COLUMNS: int = 21

-winCount: int

-setupBoard(): void
-setupCounter(): void

+getRows(): int +getColumns(): int

+print(): void

-switchPlayer(): void
-addCap(): void

+actionPerformed(e: ActionEvent)

-checkWinner(row: int, column: int): boolean-checkDiagonal(row: int, column: int): boolean-checkBounds(row: int, column: int): boolean

-checkVertical(): boolean-checkHorizontal(): boolean