**CLASS:** GameController

Package controller

**IMPLEMENTATION**

*Manages the windows and states of the game. Filters input received from the primary window and coordinates the response made by the view and model*

**USES**

java.awt.Color, java.awt.Point, java.awt.MouseEvent, java.awt.MouseListener, javax.swing.JFrame, model.Board, view.UserInterface

**TYPE**

None

**ACCESS PROGRAMS**

GameController ( ) : GameController

*Constructs a new instance of the GameController*

*Creates primary and secondary game windows and starts the main event loop*

*Should only be called once*

mouseClicked (e : MouseEvent) : void

*Checks if mouse was positioned over a node when clicked . If the click is within range of the node a piece is placed at that node*

*Tells GameInterface to update itself*

mouseEntered (e: MouseEvent) : void

*Is invoked when mouse enters the window space of a component*

*Checks the state of the UserInterface then updates GameInterface accordingly*

mouseExited (e: MouseEvent) : void

*Is invoked when mouse exited the window space of a component*

mousePressed (e: MouseEvent) : void

*Is invoked when mouse button is pressed while inside the window space of a component*

mouseReleased (e: MouseEvent) : void

*Is invoked when mouse button is released while the window space of a component*