**CLASS:** BoardLayout

Package model

**IMPLEMENTATION**

*The class BoardLayout is a library of static methods used as an interface to access data related to the position of objects on the board*

**INHERITS**

Board

**USES**

java.awt.Point

**ACCESS** **PROGRAMS**

setNode (index, x, y : integer; coords : integer[] ) : void

*Create and store a node with the fields passed as arguments.*

*\*See API for Node for usage*

getNodeX (index : integer ) : integer

*Returns the x-coordinate of the node with position index*

getNodeY ( ) : integer

*Returns the y-coordinate of the node with position index*

getNodePosition (index : integer ) : integer[]

*Returns the coordinates of the node specified by index*

addConnection (x, y : integer) : void

*Adds connections between the nodes specified by positions x and y*

isConnected (first, second : integer) : boolean

*Returns whether the nodes specified by positions 'first' and 'second' are connected*

**RESTRICTIONS**

*Should never be instantiated*