**CLASS:** NodeCreator

**IMPLEMENTATION**

**IMPLEMENTS**

None

**USES**

BoardLayout

**TYPES**

None

**VARIABLES**

WINDOW\_HEIGHT : int

*Height of the window in pixels*

WINDOW\_WIDTH : int

W*idth of the window in pixels, must be greater than WINDOW\_HEIGHT*

BOARD\_SIZE : int

*Dimension of the board drawn on screen*

TILE\_SIZE : int

*Size for image to be scaled to and used as background*

START\_WIDTH : int

*x-coordinate (in pixels) for left edge of the board*

START\_HEIGHT : int

*x-coordinate (in pixels) for left edge of the board*

**ACCESS** **PROGRAMS**

createNodes ( ) : void

*Creates and stores the Nodes to be positioned on the board*

defineConnections ( ) : void

*Adds all the connections to the board as prescribed in the rules of the game*

**RESTRICTIONS**

*After initialization the class should not be accessed*