**CLASS:** GameInterface

Package view

*Creates and renders the graphical user interface of the software product. Contains access to update the state of the graphical user interface*

**INHERITS**

javax.swing.JPanel

**USES**

model.Board, model.BoardLayout

**TYPE**

None

**ACCESS PROGRAMS**

GameInterface ( ) : GameInterface

*Constructs a new instance of the GameInterface*

*Triggers instantiation of the state data*

*Should only be called once*

update ( ) : void

*Updates the graphical representation to reflect the current state*

paintComponent (g : Graphics) : void

*paintComponent should not be called directly from within or outside this module*