**CLASS:** UserInterface

**IMPLEMENTATION**

**INHERITS**

javax.swing.JPanel

**IMPLEMENTS**

java.awt.event.MouseListener

**USES**

model.Board, model.BoardLayout, java.awt.BorderLayout, java.awt.event.MouseEvent, java.awt.event.MouseListener, javax.swing.JButton, javax.swing.JLabel, javax.swing.JPanel

**TYPES**

Status: { NEW\_GAME, PLACE\_PIECE, CHECK\_POSITION, SWITCH\_COLOUR, CONTINUE, PLAY\_GAME }

**VARIABLES**

state : UserInterface.Status

*Indicate the current game phase*

new\_game : JButton

*Button to click before initializing a new game*

place\_pcs : JButton

*Button to click to indicate start of piece placement phase*

check\_pos : JButton

*Button to click to trigger analysis (and validation) of current board layout*

change\_turn : JButton

*Button to click to switch the colour of pieces being placed on the game board*

**ACCESS** **PROGRAMS**

UserInterface ( ) : UserInterface

*Constructs a new instance of the UserInterface*

*Creates new window and instantiates and displays three different buttons*

*Should only be called once*

getState ( ) : Status

*Returns the current states of the UserInterface*

setState (state: Status) : void

*Update the state of the game*

mouseClicked (e : MouseEvent) : void

*Is invoked when mouse is clicked (pressed then released) while on the active components*

*Checks which of the three buttons was clicked and repsonds by changing the current state accordingly*

mouseEntered (e: MouseEvent) : void

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

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*

**RESTRICTIONS**

*This module is responsible for the secondary graphical user interface of the software product.*

*Only one instance of the class UserInterface should be invoked.*