**CLASS:** UserInterface

Package view

*Creates and renders the secondary graphical user interface of the software product. This component processes user input from JButtons and updates its state accordingly*

**INHERITS** javax.swing.JPanel

**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

**TYPE**

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

**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*