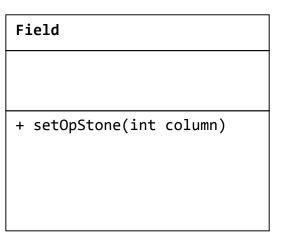
## UML-Klassen-Diagramm (vorerst nur Schnittstellen)

Connect
+ setStone(int column)



patabase

+ safeMove(player: int, column: int, row: int)

# setMove(player: int, column: int, row: int)
# getDirectory(): String
# getPlayer(): String
# endGame(victory: Boolean)