UML-Klassen-Diagramm (vorerst nur Schnittstellen)

Connect

+ setStone(int column)

Field

+ setOpStone(int column)

Database

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

GUI

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