Player

+number :int

- setNumber(int number):void
- getNumber():int
- Input(int Number):int
- intPlace():int
- flipOver(int suare[][10]):int
+ run():void

Referee

+ pass(int square[][10],int Number):bool
+ con(int square[][10]):bool
+ winner(int suare[][10]):int

Board

yoko : int
tate : char
stone:int
square[10][10]:int

+ showBoard(int square[[10]):void
+ setYoko(int yoko):void
+ getYoko():int
+ setTate(char tate):void
+ getTate():char
+ setsquare(int yoko,int tate,int stone,int square[][10]):void