console -hScreenBuffer: HANDLE -screenInfo: CONSOLE_SCREEN_BUFFER_INFO

<<create>>-console() <<destroy>>-console()

+set_dimensions(width: unsigned int, height: unsigned int): bool +set_cursor_position(x: unsigned int, y: unsigned int): void

+set_pen_color(c: color): void +clear(x: unsigned int, y: unsigned int): void

+clear(): void

+put_char(c: char, x: unsigned int, y: unsigned int): void +put_string(s: string, x: unsigned int, y: unsigned int): void



connect4

-conso: console

+C4Welcome(: void): int +C4Player(Player: int): void

+C4Point(who_turn: int, x: unsigned int, y: unsigned int): void

+C4Board(Horizontal: int, Vertical: int): void

+C4Point_delete(x: unsigned int, y: unsigned int): void

+superprint(n: int, m: int, p: char): void

console_exception

-info: string

<<create>>-console_exception(s: string)

+what(): char

<<enumeration>>

color

+default_color

+blue

+yellow

+red

+green

+white

+black +dark_blue

+dark_yellow

+dark_red

+dark_green