CLASS DIAGRAMM BACK END

Player
color

blocks

board

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player_insert()

show_remaining_blocks()

get_block()

Game
players

board

---

start_new_game()

AI_Game
players

board

---

start_new_game()

AIPlayer
corners (list)

rnd_gen

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set_first_block()

set_block()

get_random_block()

find_block_position()

get_best_corner()

try_block_first()

try_block()

top_corners()

is_corner()

get_random_corner()

Block
color

block_matrix

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rotate()

reflect()

color_matrix()

show_block()

generate_block_set()

Board
matrix

---

is_move_valid()

board_insert()

show_board()

Move
coefficent

row

column

new_corners (list)

block

Relationships: join, join, initialize, initialize, choose, extend, insert, evaluate