

i. = ingoing
o. = outgoing

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Class Name <i>Player</i> → <i>Mondra</i>	
Superclass(es): <i>/</i>	
Subclasses: <i>/</i>	
<i>getName()</i>	<i>getPoints()</i>
<i>getColor()</i>	
<i>getSymbol()</i>	
<i>setPoints()</i>	

Class Name <i>Game</i> → <i>Mondra</i>	
Superclass(es): <i>/</i>	
Subclasses: <i>/</i>	
<i>runGame()</i>	
<i>initializeGame()</i>	
<i>checkWin()</i>	

Class Name <i>GUI (Observer)</i> → <i>Widget</i>	
Superclass(es): <i>/</i>	
Subclasses: <i>/</i>	

Class Name <i>RuleValidator</i> → <i>?</i>	
Superclass(es): <i>/</i>	
Subclasses: <i>/</i>	
<i>checkLegalAction()</i>	

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Class Name Round → LexnTros	
Superclass(es): /	
Subclasses: /	
simulate Generation()	i. Board instance (name)

Class Name Board → Skavnic	
Superclass(es): /	
Subclasses: /	
store cells	
give structure	
initializeBoard(int sizeX, int sizeY)	i. constructor of Board

Class Name Cell → Skavnic	
Superclass(es): /	
Subclasses: /	
getIsAlive()	o. boolean (GUI, generation) i. boolean (generation)
setIsAlive()	
getPlayer()	o. Player instance (GUI, name) i. Player instance (GUI, name)
setPlayer()	

Class Name Cell continued	
Superclass(es):	
Subclasses:	
getRoundChanged()	o. int (GUI) i. int (GUI)
setRoundChanged()	
getAliveNeighbors()	o. int (generation) i. int (generation)
setAliveNeighbors()	

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Class Name <i>Placer</i>	
Superclass(es):	
Subclasses:	

Class Name	
Superclass(es):	
Subclasses:	

Class Name	
Superclass(es):	
Subclasses:	

Class Name	
Superclass(es):	
Subclasses:	