Lab

1. generate (constructor)
2. gen-fire ( )
→ 3. isValid
    isWinnible
    is5moves
4. spreadFire()

[Player]

x
y
bool alive
_____
move ( )

Player: Human   Player: Alien
    move( )   move( )
    isAlive( )

Game

Lab

start() $\longrightarrow$ fire $\longrightarrow$ gen_fire
$\longrightarrow$ alien

play()

stop()

show Solving()

Game $\longrightarrow$ start $\longrightarrow$ flag $\longrightarrow$ generate

lab $\longrightarrow$ isValid $\longrightarrow$ player_move $\begin{array}{l}\longrightarrow spread\_fire \\ \longrightarrow alien\_move\end{array}$ $\rightarrow$

in play()

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$\longrightarrow$ isAlive $\longrightarrow$ stop() $\longrightarrow$ (optional) show_solution()