```
+-----------------------------------+          +-----------------------------+          +-----------------------------+
|              Model                |          |         Controller          |          |            View             |
+-----------------------------------+          +-----------------------------+          +-----------------------------+
| +COLUMN_COUNT:int                 | -------> | -piece:int                  | <------- | +COLUMN_COUNT:int           |
| +ROW_COUNT:int                    |          | -game_over:bool             |          | +ROW_COUNT:int              |
| -disk_row:bool                    |          | +current_player:int         |          | -player:int                 |
| -disk_column:bool                 |          | +screen:int                 |          | -disk_x:int                 |
| +game_over:bool                   |          +-----------------------------+          | -PLAYER_1 :string           |
| +current_player:int               |          | initialize_model()          |          | -PLAYER_2 :string           |
| +board:int                        |          | initialize_view()           |          | -game_font:string           |
+-----------------------------------+          +-----------------------------+          | +screen:int                 |
| drop_disc(disk_row, disk_column, piece)      |                                        +-----------------------------+
| is_valid_column(disk_column)      |                                                   | draw_board()                |
| get_next_open_row(disk_column)    |                                                   | update_window()             |
| winning_move(piece)               |                                                   | print_board()               |
+-----------------------------------+                                                   | draw_disk(player, disk_x)   |
                                                                                         | update_board()              |
                                                                                         | set_font()                  |
                                                                                         | player_1_wins()             |
                                                                                         | player_2_wins()             |
                                                                                         | main_loop()                 |
                                                                                         +-----------------------------+
```