

Game		
+ Game()		
+ game()		void
+ inComplete(int)		boolean
+ isValidMove(Player, int, int):		boolean

HelloApplication		
+ HelloApplication()		
+ start(Stage)		void
+ main(String[])		void

Player		
- i	int	
- j	int	
- position	int	
- name	String	
- c	ImageView	
+ Player()		
+ Player(String, ImageView)		
+ inComplete(Player)		boolean
+ setIth(int)		
+ getIth()		int
+ setJth(int)		
+ getJth()		int
+ setName(String)		
+ getName(String)		String
+ setPosition(int)		
+ getPosition()		int

Board		
- ladders		
- img		
- snakes		
- laddersCoordinate		
- snakesCoordinate		
+ Board()		void
+ Board(Image)		void
+ setInteger(ImageView)		void
+ setLaddersCoordinate		void
+ setSnakesCoordinate		void
+ getLadders()		
+ getSnakes()		
+ getInteger()		
+ getLaddersCoordinate		
+ getSnakesCoordinate		

```

HashMap<Integer, Integer>
ImageView
HashMap<Integer, Integer>
HashMap<Integer, int[]>
HashMap<Integer, int[]>
void
void
void
void
void
HashMap<Integer, Integer>
HashMap<Integer, Integer>
ImageView
HashMap<Integer, int[]>
HashMap<Integer, int[]>

```


Hello Contraller

- + HelloContraller()
- + translate(HashMap<Integer,int[]>,int,ImageView) void
- + SwitchToScene2 (ActionEvent) void
- + SwitchToScene3Hint (ActionEvent) void
- + SwitchToSceneAtWhichPlayerShowUp (ActionEvent) void
- + ExitButton (ActionEvent) void
- + SwitchToScene1 (ActionEvent) void
- + end (Player) void
- + moveInNegativeDirection (Player,int,ImageView) void
- + moveInPositiveDirection (Player,int,ImageView) void
- + snail (ActionEvent) void
- + SwitchToScene3Exit (ActionEvent) void
- + move (int) void
- + SwitchToScene4Game (ActionEvent) void

HelloApplication

