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| **Main**  1 |
| + board: ConnectFourBoard  + GUI: ConnectFourGUI |
| + \_init\_(self: Main, GUI: ConnectFourGUI)  + get\_board(self: Main): ConnectFourBoard  + get\_GUI(self: Main): ConnectFourGUI |

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| **ConnectFourGUI** |
| + COLOUR: tuple of int  + SQUARESIZE: int  + NUM\_COLS: int  + NUM\_ROWS: int  + WIDTH: int  + HEIGHT: int  + SIZE: tuple of int  + RADIUS: int  + DISPLAY: Surface  + columns\_list: tuple of Buttons  + board: ConnectFourBoard |
| + \_init\_(self: ConnectFourGUI, board: ConnectFourBoard(int, int)): NoneType  + update\_screen(self: ConnectFourGUI, mouse\_position: tuple of int): NoneType  + game\_over(self: ConnectFourGUI, winner: str): NoneType  + play\_game(self: ConnectFourGUI): NoneType  + reset\_board(self: ConnectFourGUI): NoneType  + draw\_board(self: ConnectFourGUI): NoneType  + update\_column\_buttons(self: ConnectFourGUI, mouse\_position: tuple of int): NoneType  + decide\_column(self: ConnectFourGUI, mouse\_position: tuple of int): int |

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| **Screen** |
| - height: str  1  - width: str  - colour: tuple of int  - scene: str |
| + \_init\_(self: Screen, height: int, width: int, colour: int, scene: str): NoneType  + get\_height(self: Screen): int  + get\_width(self: Screen): int  + get\_colour(self: Screen): tuple of int  + get\_current\_scene(self: Screen): str  + set\_height(self: Screen, height: int): NoneType  + set\_width(self: Screen, width: int): NoneType  + set\_colour(self: Screen, colour: tuple of int): NoneType  + set\_scene(self: Screen, current\_scene: str, next\_scene: str)  + remove\_scene(self: Screen, scene: str)  + save\_scene(self: Screen, board: ConnectFourBoard) |

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