Connect4Board -board:Connect4Piece[][] -winLength:int -presenter:Connect4Presenter +«constructor»Connect4Board(boardSize:int,numToWin:int) +getBoardSize():int +addToColumn(columnNumber:int,isPlay1:boolean):int +hasWinner():void -checkPiece(i:int,j:int,player:boolean):void -checkRow(i:int,j:int,player:boolean):int -checkCol(i:int,j:int,player:boolean):int -checkUpRight(i:int,j:int,player:boolean):int -checkUpLeft(i:int,j:int,player:boolean):int +attach(present:Connect4Presenter):void 1..n Connect4Piece -isP1:boolean

+«constructor»Connect4Piece(_i:int,_j:int,_isP1:boolean)

-i:int

-j:int

+isP1():boolean

+getI():int

+getJ():int

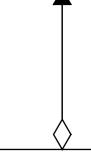
-moveToX:int -moveToY:int -speed:int -gravity:int -yVel:int -isBlue:boolean +«constructor»GUIGamePiece(_isBlue:boolean,x:int,y:int) +getIsAnimating():boolean +MoveToLocation(x:int,y:int):void +draw():boolean

GUIGameGrid

+«constructor»GUIGameGrid(x:int,y:int)

Connect4Presenter

- -GUI:Connect4GUI
- -board:Connect4Board
- -ImageWidth:int
- -boardSize:int
- +«constructor»Connect4Presenter(_boardSize:int,numToWin:int)
- +attachGUI(GUI:Connect4GUI):void
- +attachBoard(board:Connect4Board):void
- +rowSelection(xPos:int,isPlayer1:boolean):int
- +winner(type:int,i:int,j:int,isPlayer1:boolean):void



Connect4GUI

- -boardSize:int
- -numToWin:int
- -bufferHeight:int
- -boardImageWidth:int
- -chipImageWidth:int
- -gridSize:int
- -sceneWidth:int
- -sceneHeight:int
- -timer:AnimationTimer
- -gamePieces:ArrayList<GUIGamePiece>
- -gameGrid:Arraylist<GUIGameGrid>
- -dynamicMembers:Pane
- -presenter:Connect4Presenter
- -isPlayer1:boolean
- -animating:boolean
- -wasAnimating:boolean
- -gameOver:boolean
- -winPane:StackPane
- +init():void
- +attachPresenter(_presenter:Connect4Presenter):void
- +Win(i:int,j:int,_isPlayer1:boolean):void
- +start(stage:Stage):void
- -CreateNewGamePiece():void
- -drawBoard(staticMembers:Pane):void
- -resetBoard():void
- +runGame():void
- +handleClick(xLocation:int):void
- +launchApp(args:String[]):void