BoardTile

Normal

BoardTile

Double

BoardTile

Triple

BoardTile

Star

BoardTile

DoubleAll

BoardTile

TripleAll

BoardTile

PlayTile

OperatorTile

BlankTile

NumberTile

MultiplyOrDevide

BoardTile

PlusOrMinus

BoardTile

Devide

BoardTile

Multiply

BoardTile

Minus

BoardTile

Plus

BoardTile

|  |
| --- |
| PlayTile |
| # int: score  # Boolean: isUsed  # Image: tileImage |
| + PlayTile()  + PlayTile(int, boolean, String)  + getScore(): int  + isUsed(): Boolean  + getTileImage(): Image  + setScore(int): void  + setUsed(Boolean): void  + setTileImage(String): void |

|  |
| --- |
| NumberTile extends PlayTile |
| - int: number |
| + NumberTile()  + NumberTIle(int, boolean, String, int)  + getNumber(): int  + setNumber(int): void |