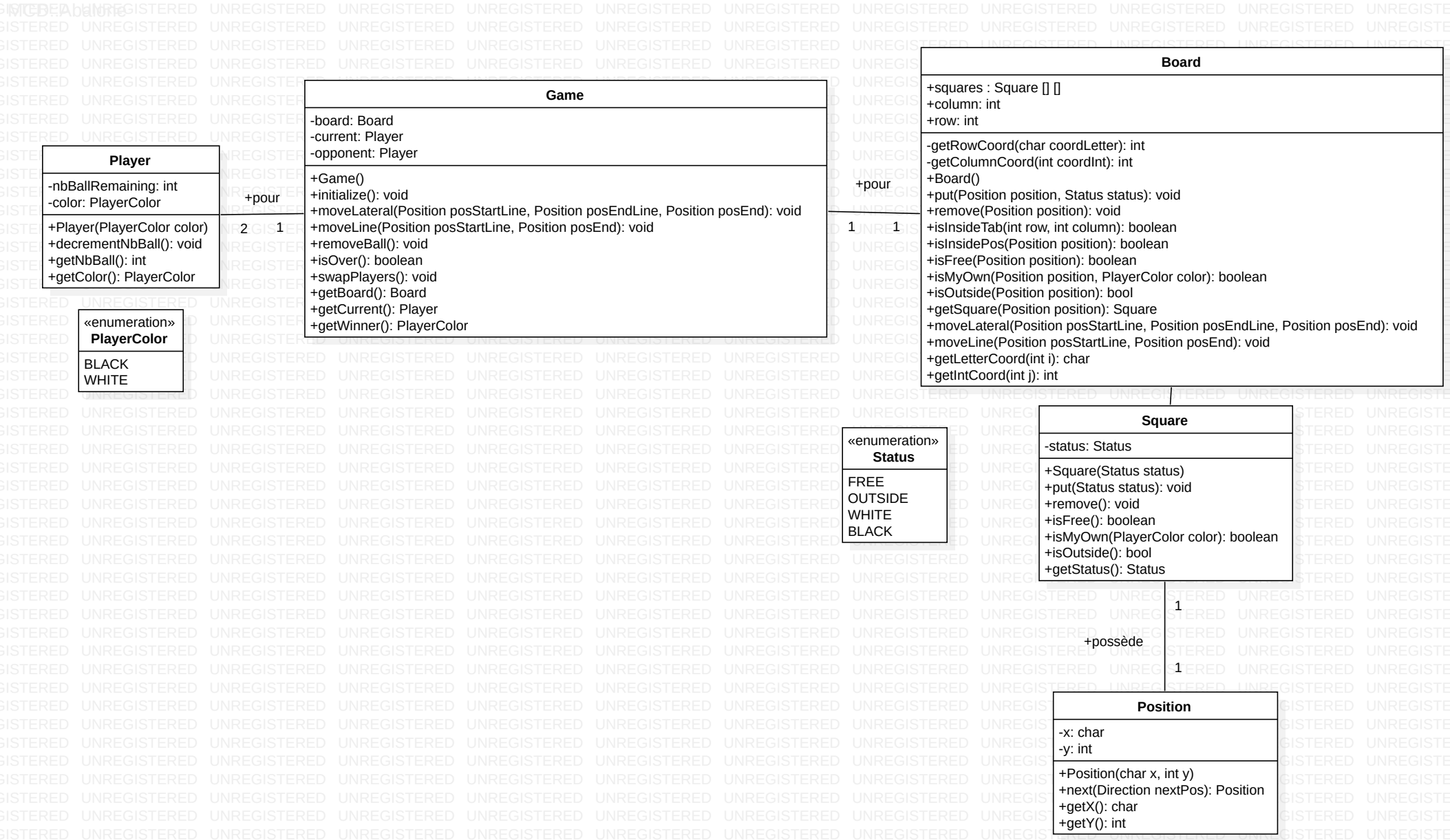
Player
-nbBallRemaining: int
-color: PlayerColor
+Player(PlayerColor color)
+decrementNbBall(): void
+getNbBall(): int
+getColor(): PlayerColor
+pour
2
1
Game
-board: Board
-current: Player
-opponent: Player
+Game()
+initialize(): void
+moveLateral(Position posStartLine, Position posEndLine, Position posEnd): void
+moveLine(Position posStartLine, Position posEnd): void
+removeBall(): void
+isOver(): boolean
+swapPlayers(): void
+getBoard(): Board
+getCurrent(): Player
+getWinner(): PlayerColor
+pour
1
1
Board
+squares : Square [] []
+column: int
+row: int
-getRowCoord(char coordLetter): int
-getColumnCoord(int coordInt): int
+Board()
+put(Position position, Status status): void
+remove(Position position): void
+isInsideTab(int row, int column): boolean
+isInsidePos(Position position): boolean
+isFree(Position position): boolean
+isMyOwn(Position position, PlayerColor color): boolean
+isOutside(Position position): bool
+getSquare(Position position): Square
+moveLateral(Position posStartLine, Position posEndLine, Position posEnd): void
+moveLine(Position posStartLine, Position posEnd): void
+getLetterCoord(int i): char
+getIntCoord(int j): int
«enumeration»
PlayerColor
BLACK
WHITE
«enumeration»
Status
FREE
OUTSIDE
WHITE
BLACK
Square
-status: Status
+Square(Status status)
+put(Status status): void
+remove(): void
+isFree(): boolean
+isMyOwn(PlayerColor color): boolean
+isOutside(): bool
+getStatus(): Status
1
+possède
1
Position
-x: char
-y: int
+Position(char x, int y)
+next(Direction nextPos): Position
+getX(): char
+getY(): int