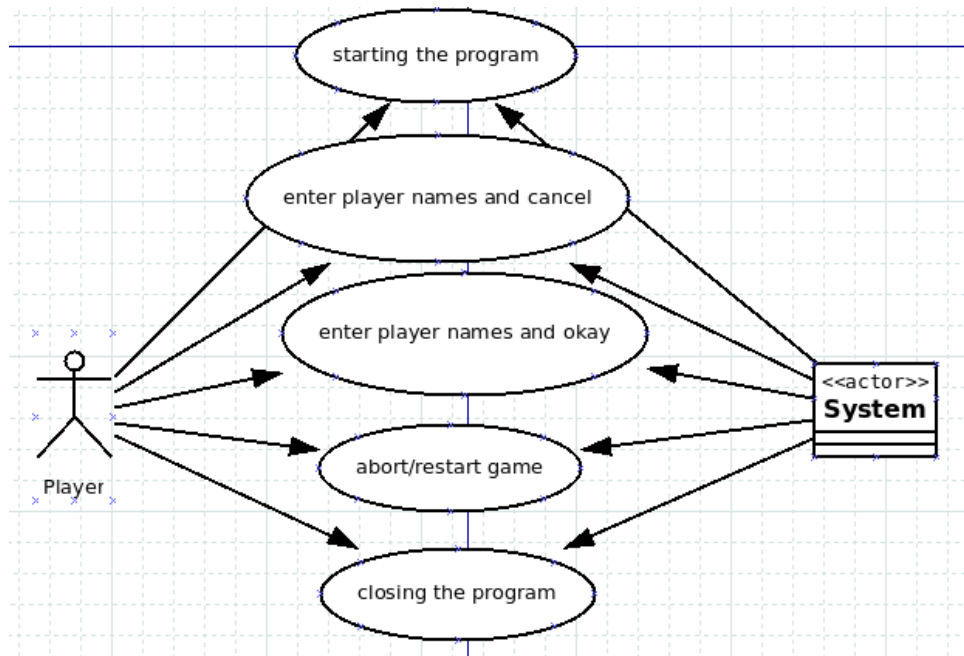


## USE CASE DIAGRAMS

1.



Name:

Starting the program

Description: Player double-clicks the program “Mancala” icon and application opens showing the empty gameboard.

Name: Enter the player names and cancel

Description: Player inserts ‘Alice’ as first player and ‘Bob’ as the second player into two fields inside the pop-up box. When button ‘Cancel’ is pressed, application again shows the empty gameboard.

Name: Enter the player names and okay

Description: Player inserts ‘Alice’ as first player and ‘Bob’ as the second player into two fields inside the pop-up box. When button ‘Start game’ is pressed, application shows filled gameboard with both players names and second player’s pits are highlighted to show it’s his/her turn.

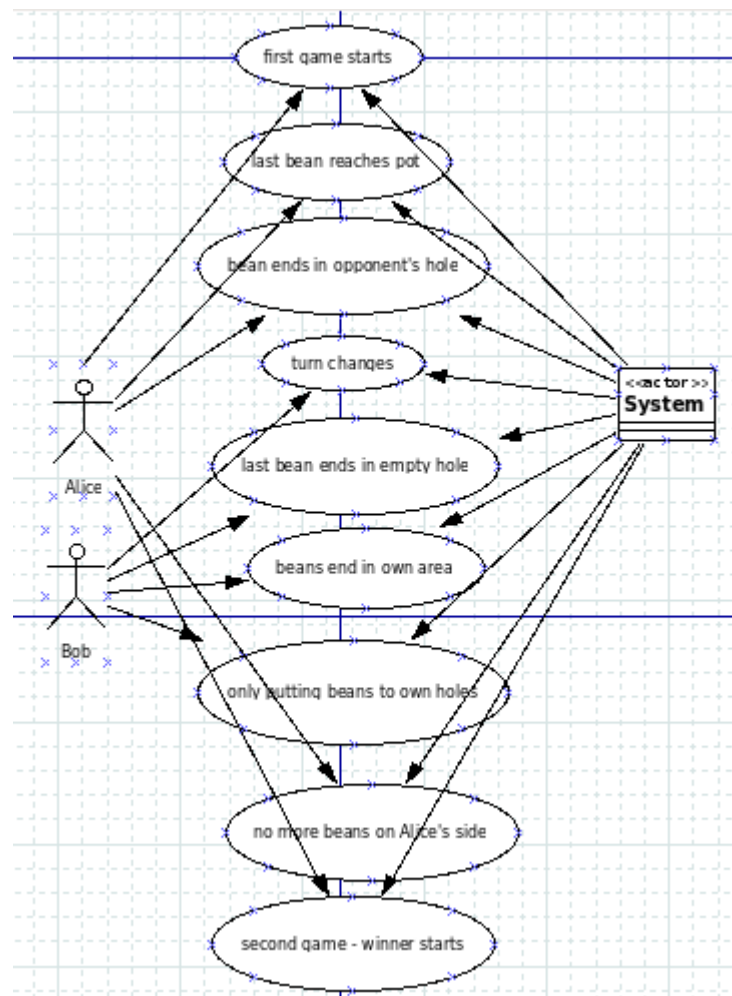
Name: Abort/restart game

Description: When game is running, player clicks on Game menu and chooses ‘New game’. This action will pop up the player names inserting box and offer option to start a new game.

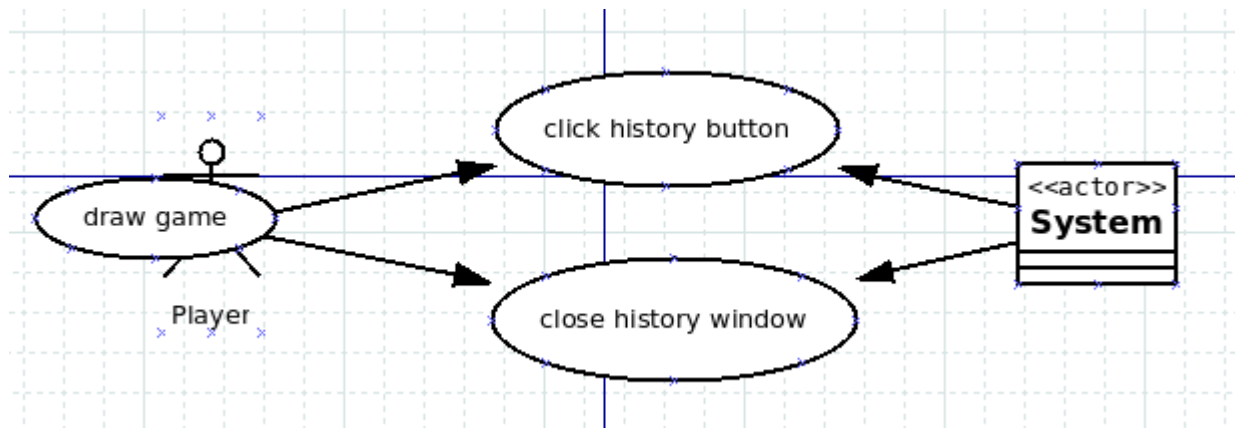
Name: Closing the program

Description: When game is running, player clicks on Game menu and chooses ‘Exit’. After clicking on it, program will be closed.

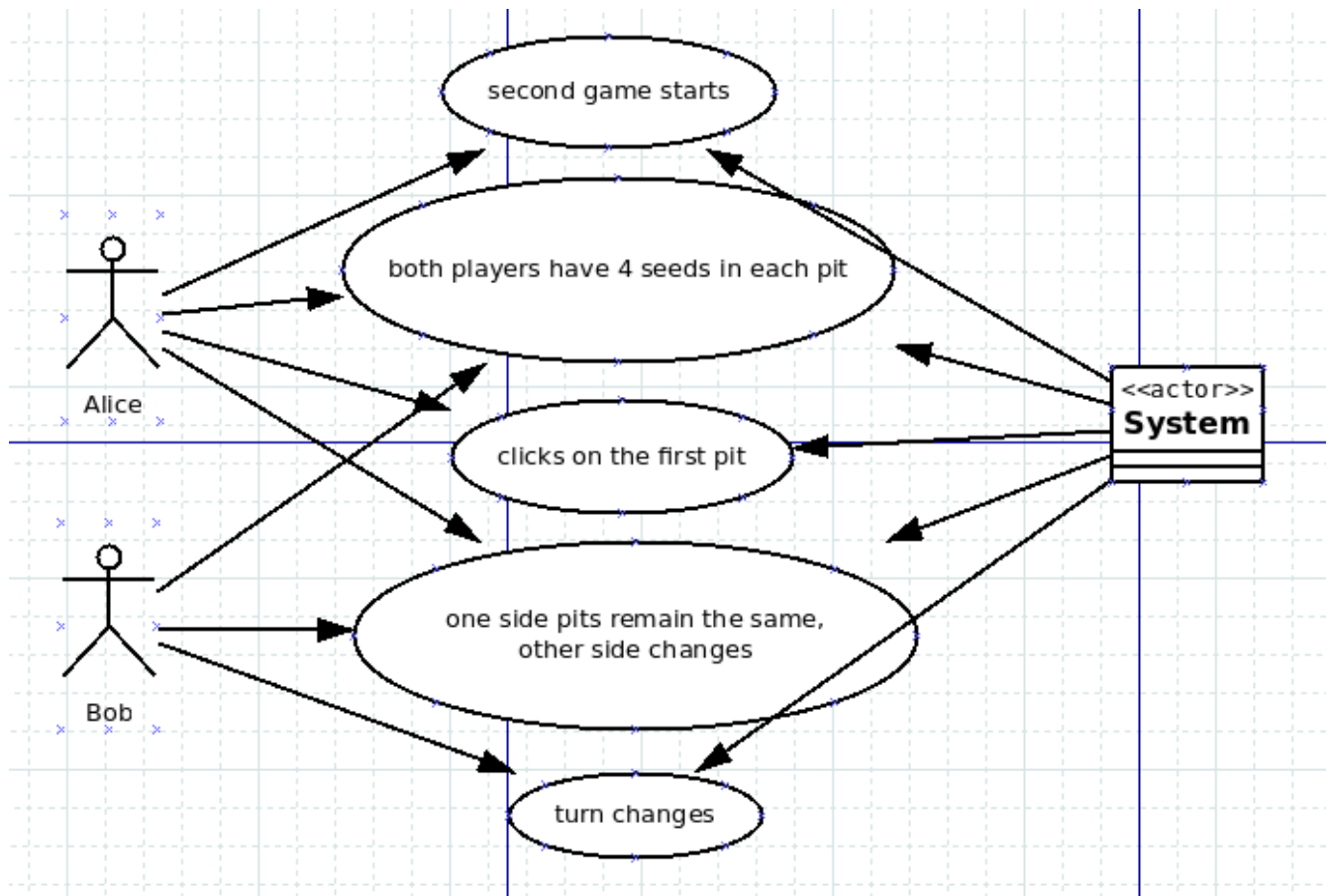
2.



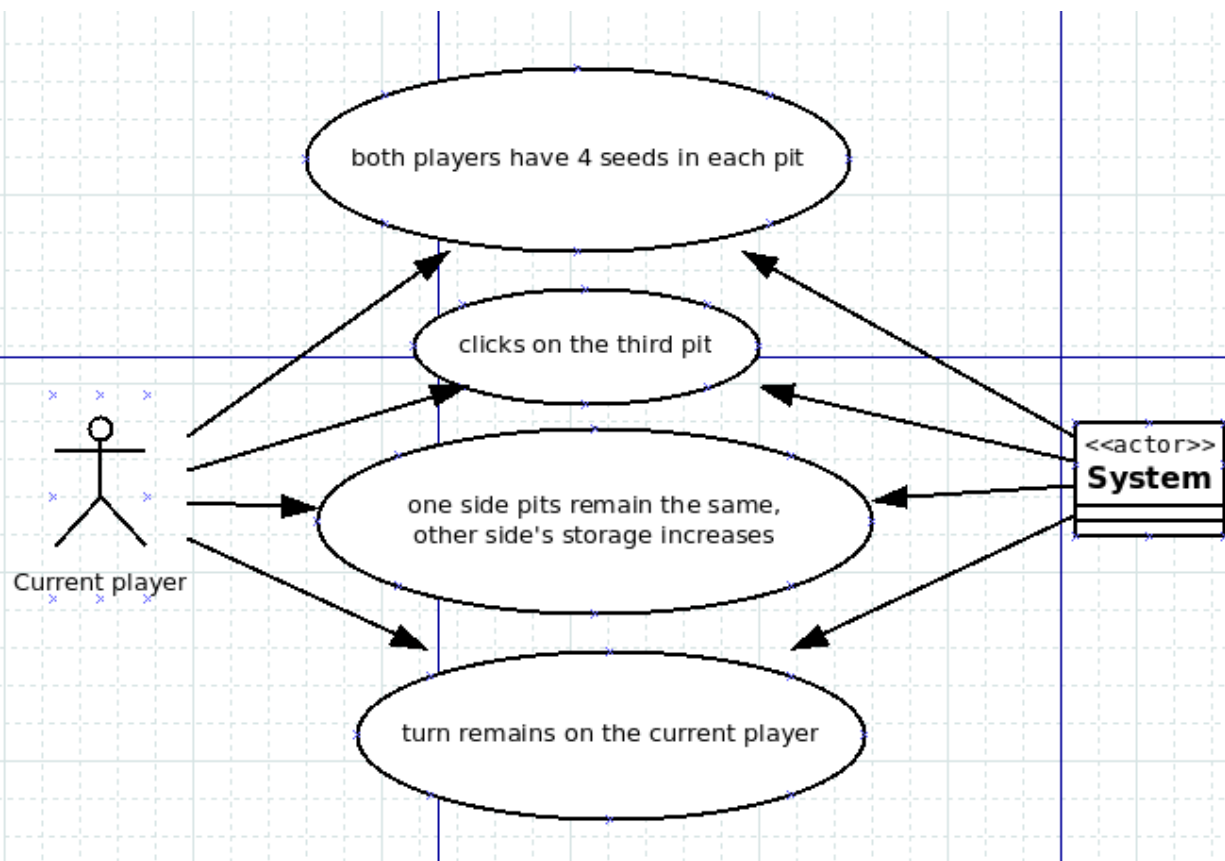
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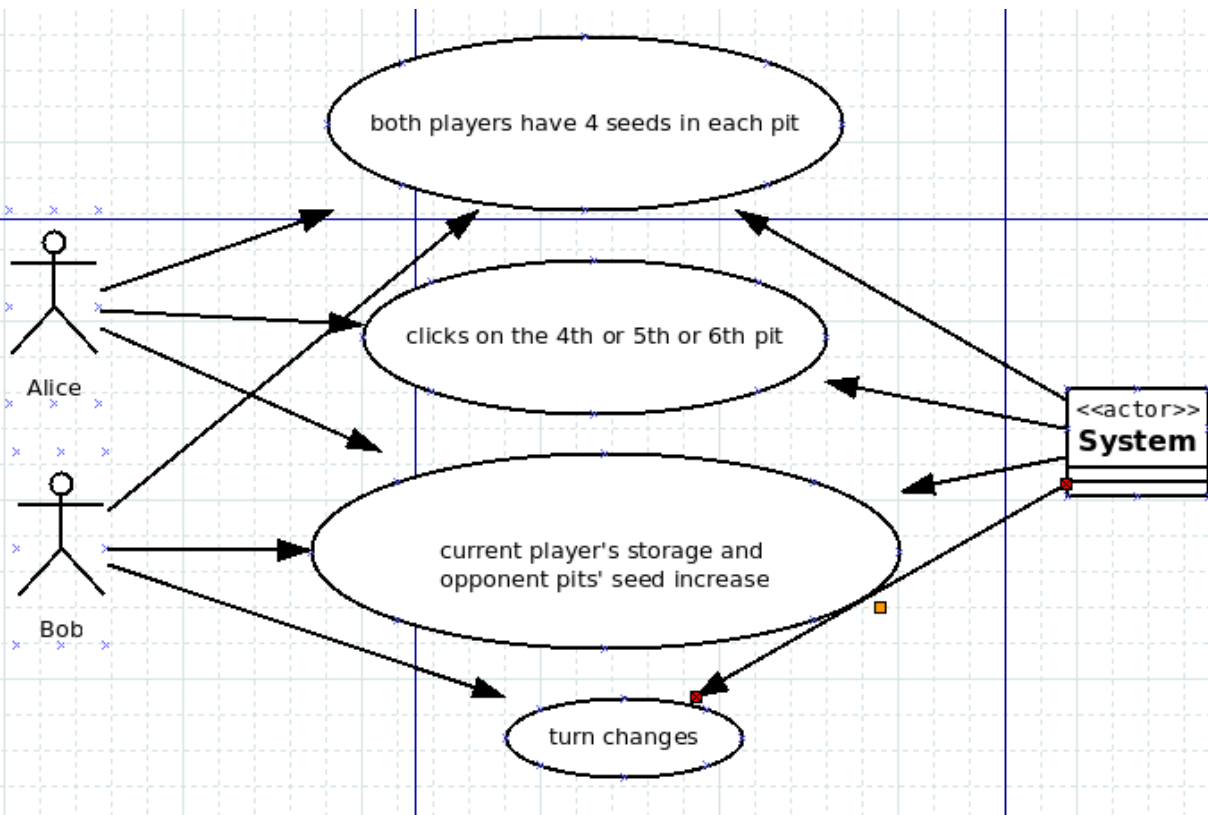
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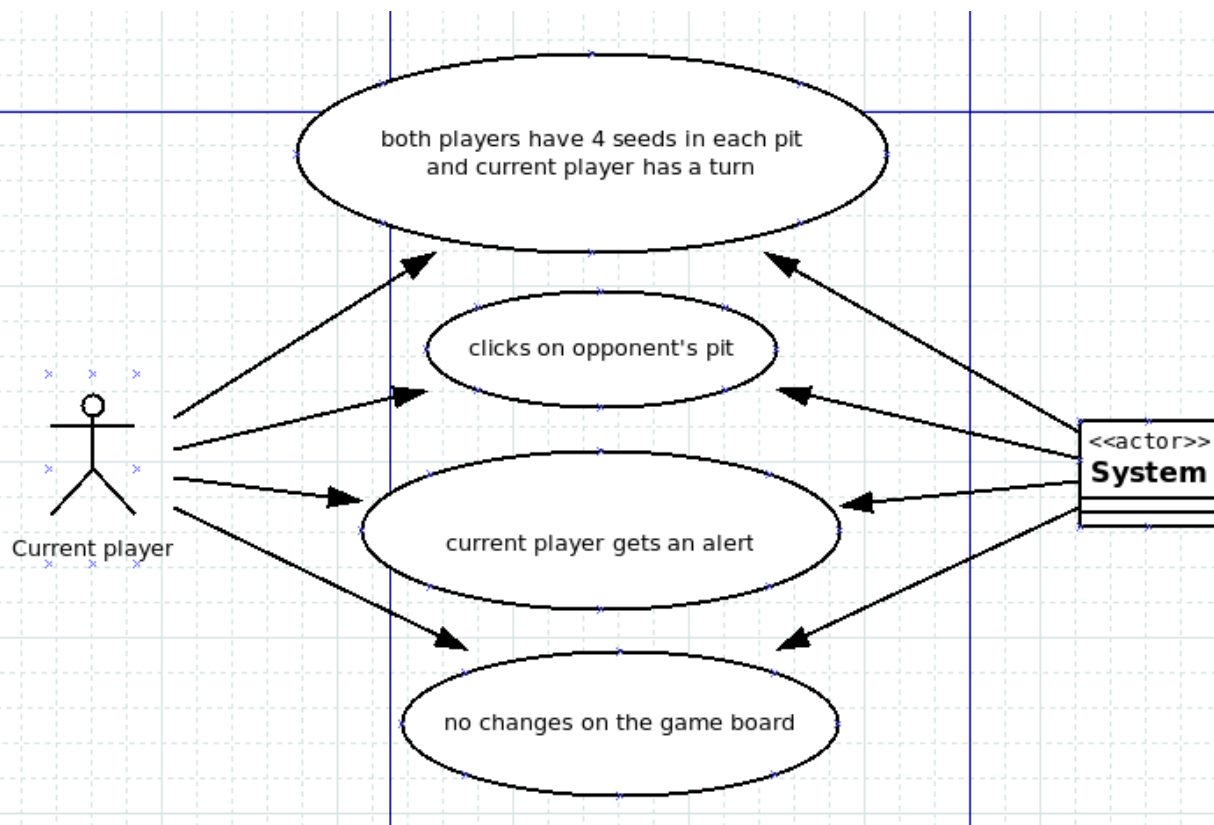
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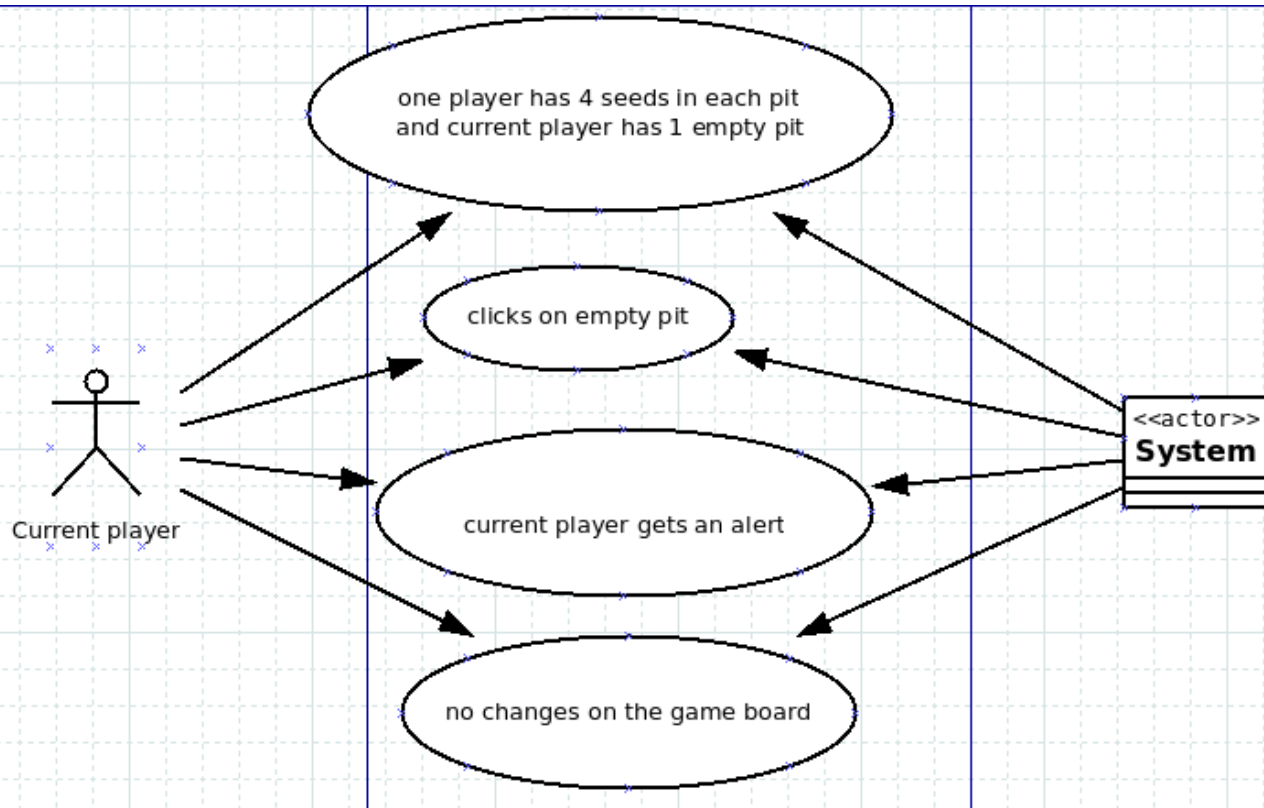
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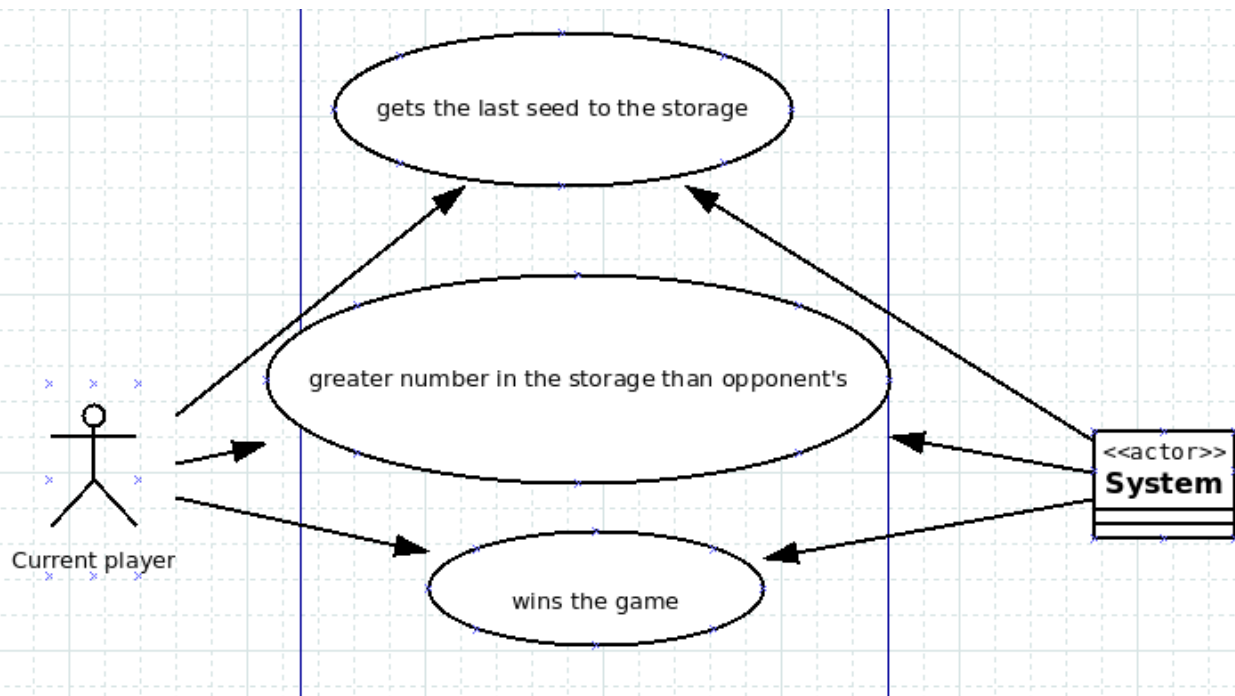
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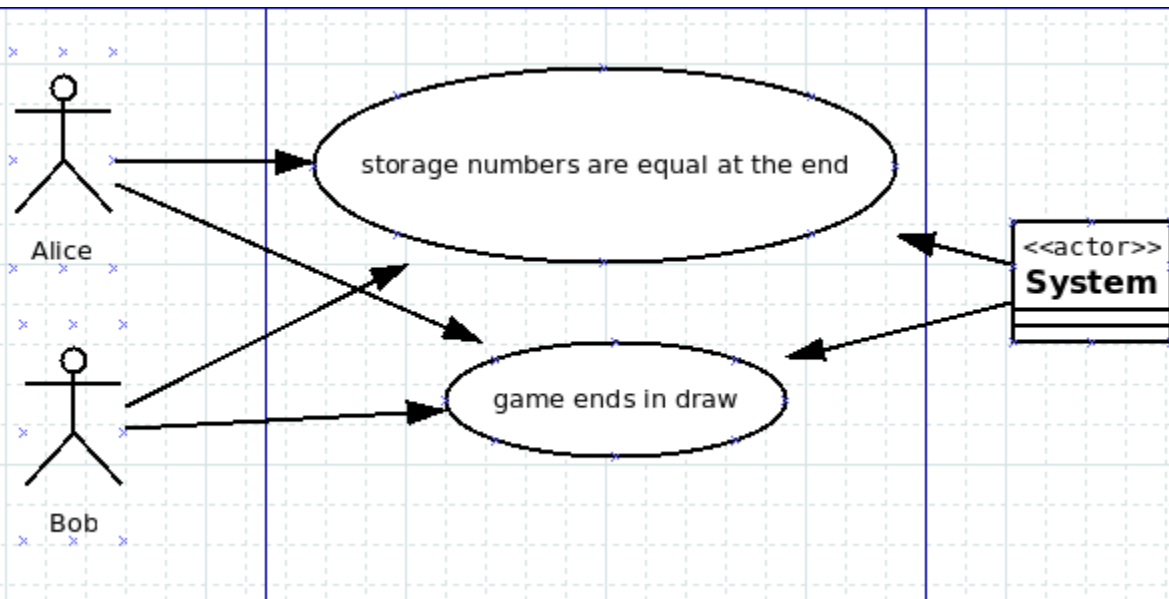
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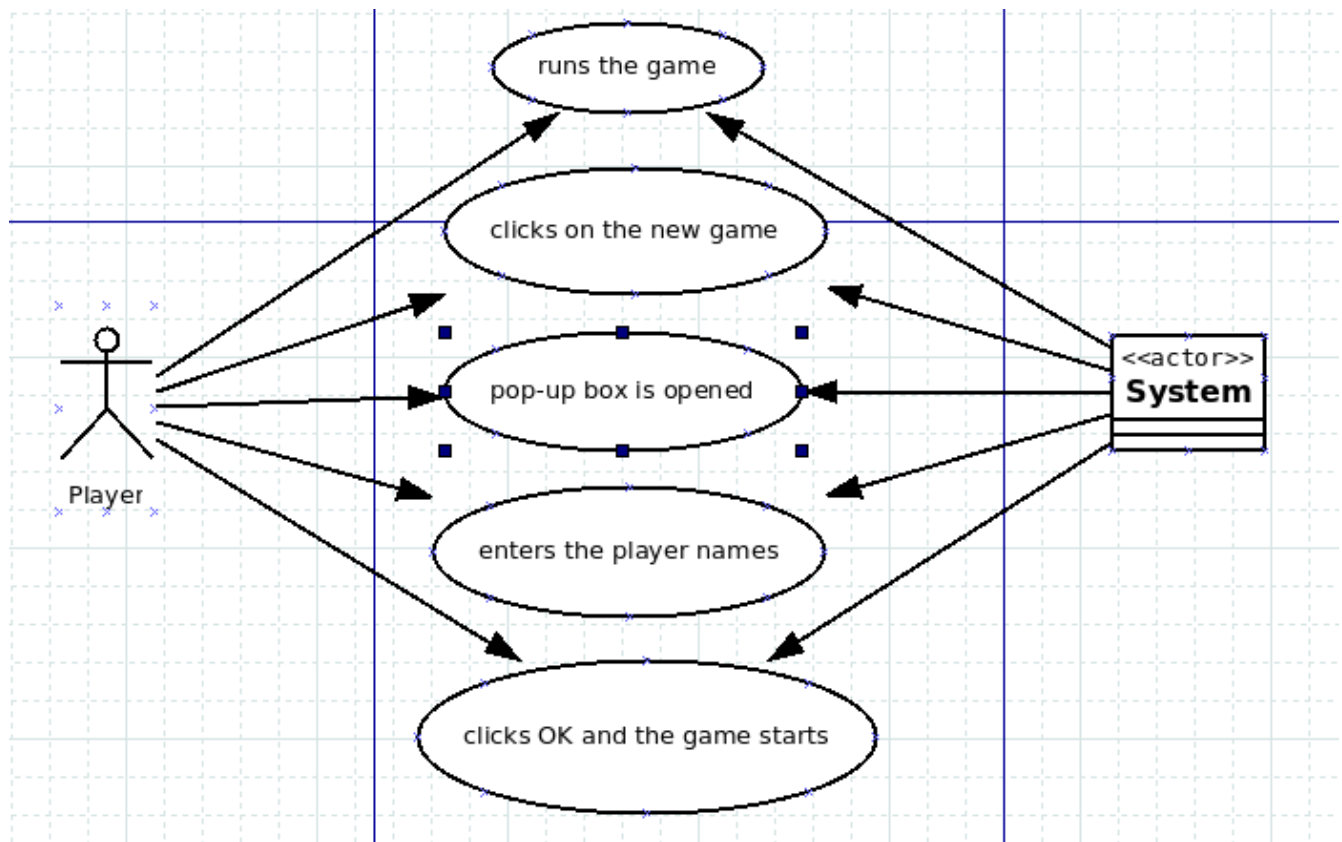
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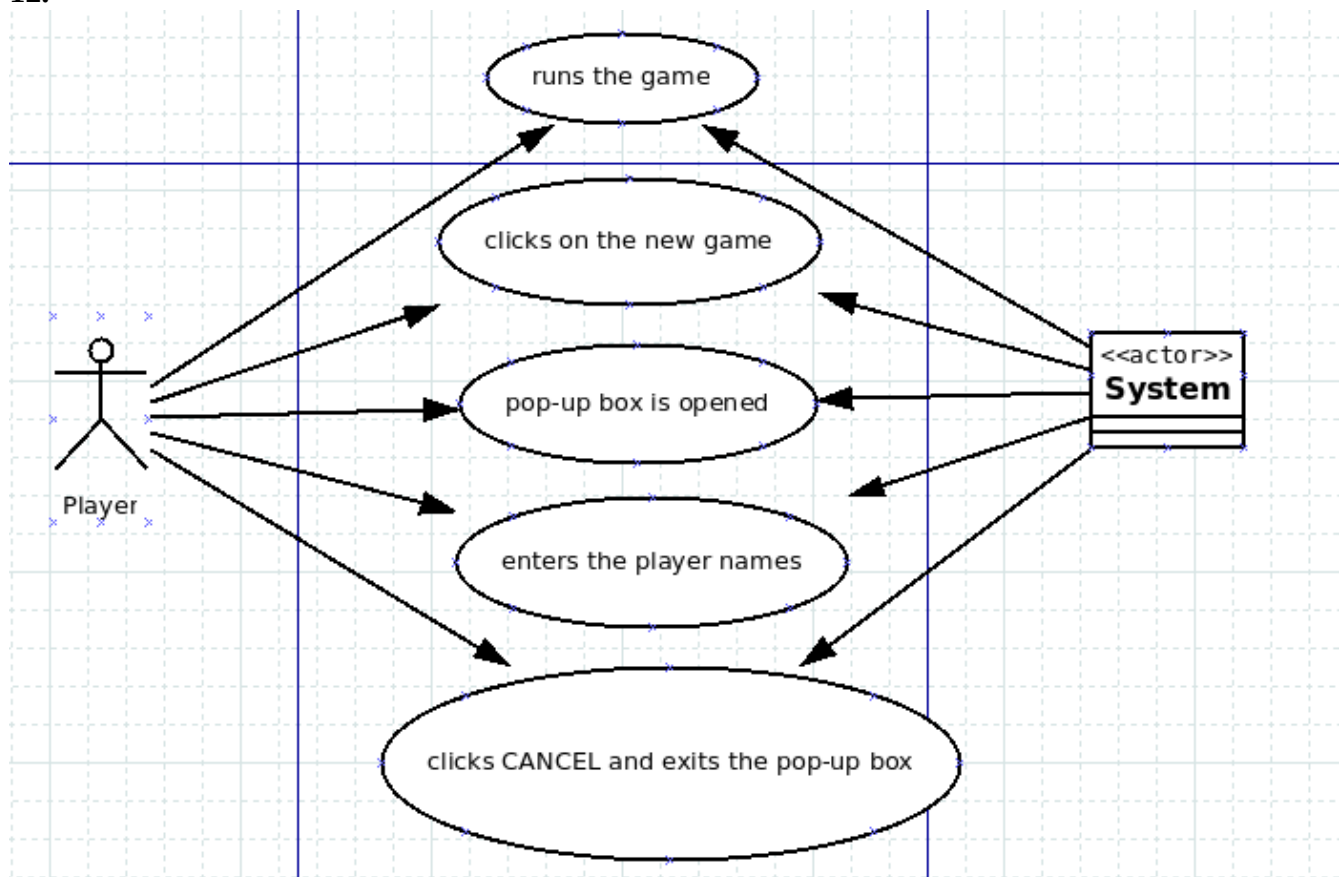
10.



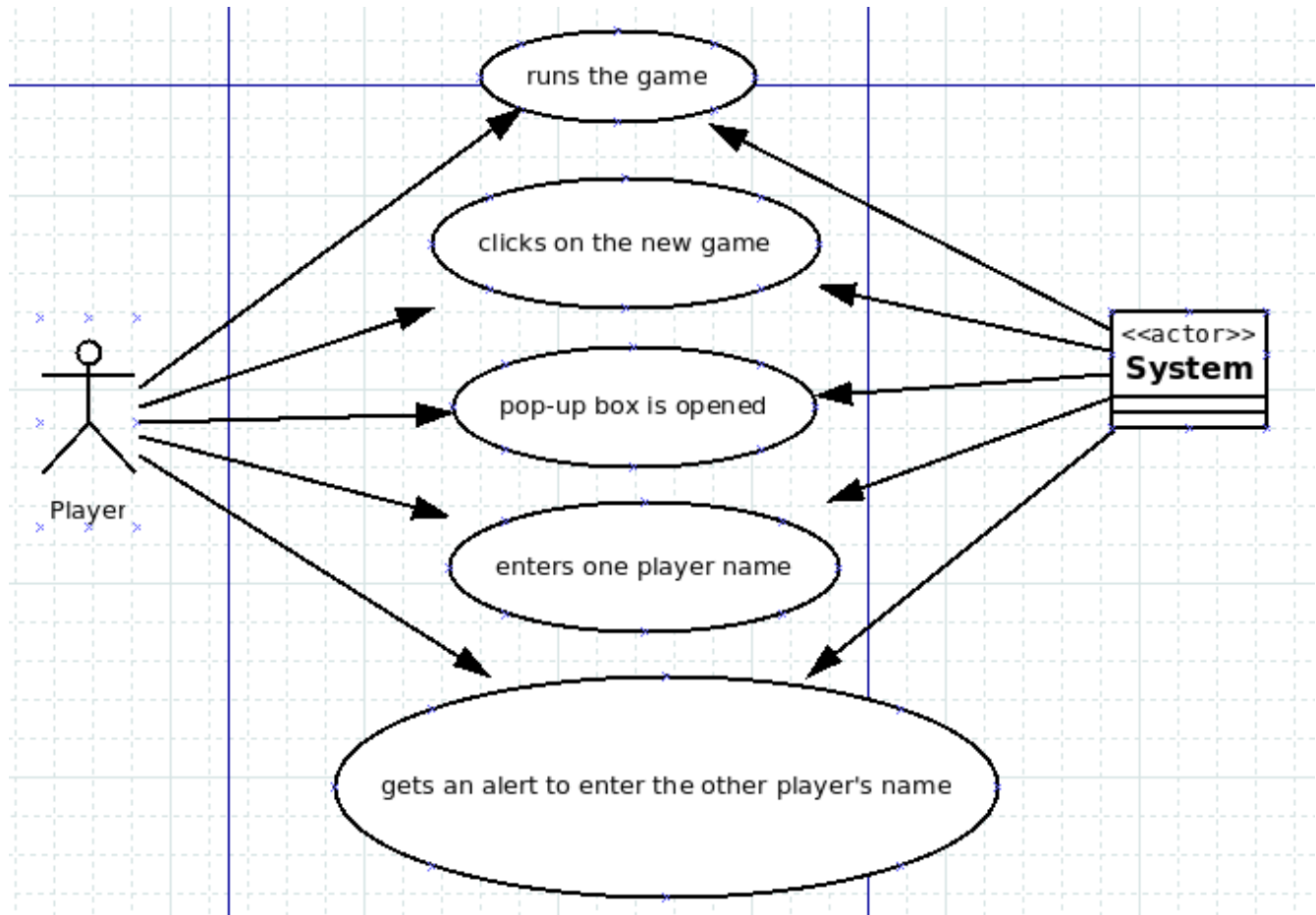
11.



12.



13.



14.

