

ScreenBuffer

-matrix: char[][]
-rowCnt: int
-colCnt: int
-fillChar: char

+ScreenBuffer(rowCnt: int, colCnt: int, fillChar: char)
+clear(): void
+getRowCnt(): int
+getColCnt(): int
+isValidPosition(row: int, col: int): boolean
+getPos(row: int, col: int): char
+setPos(row: int, col: int): boolean
+toString(): String
+getDisplayString(): String