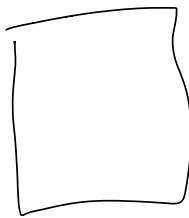
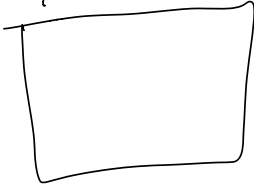


Mancala Tester

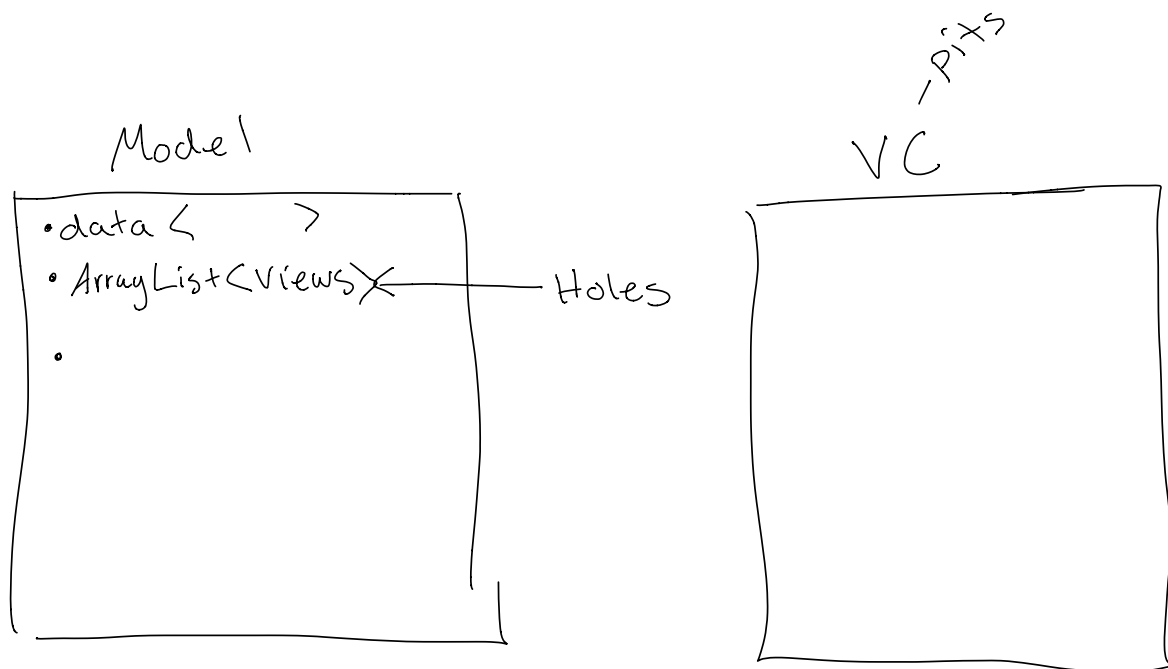


Objects

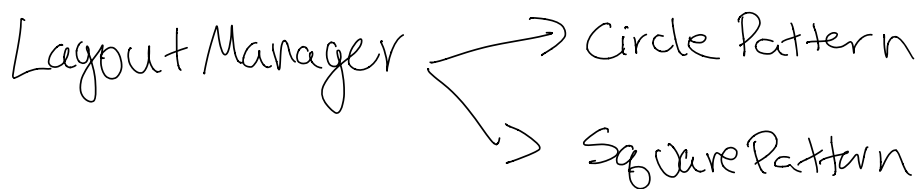
- pits [12]
- mancalas [2]
- stones [36] | [48]
- board [1]
- Player [2]

Player

- select()
- undo()
- * - move()



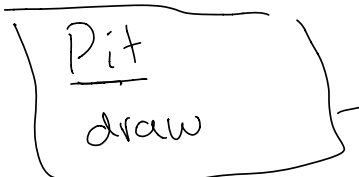
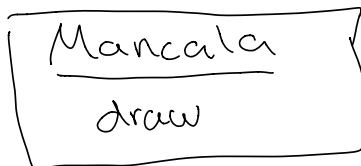
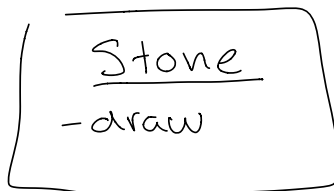
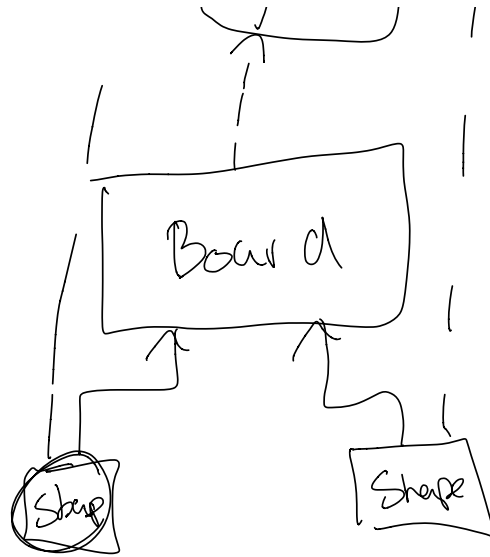
Strategy Pattern



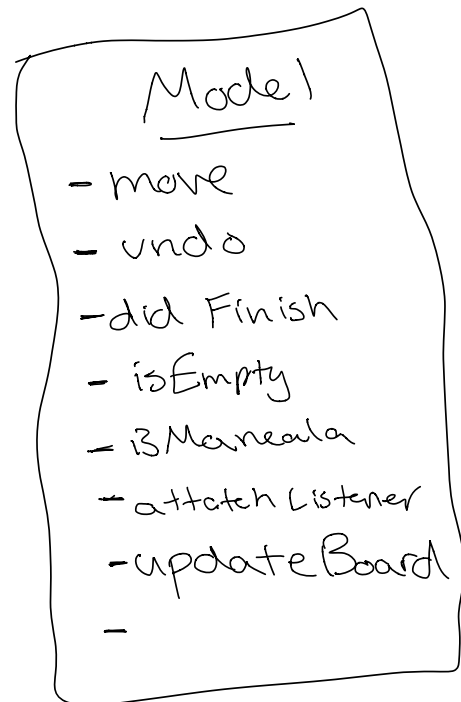
1 → Shape ←

Class List

- MancalaTester
- Player
- Model
- Board
- X - Pit
- X - Mancala
- X - Stone



↓
Hole
- drawStones
- addListener



Board
- getIconW
- getIconH
- paintIcon

Player
isTurn
hasUndo