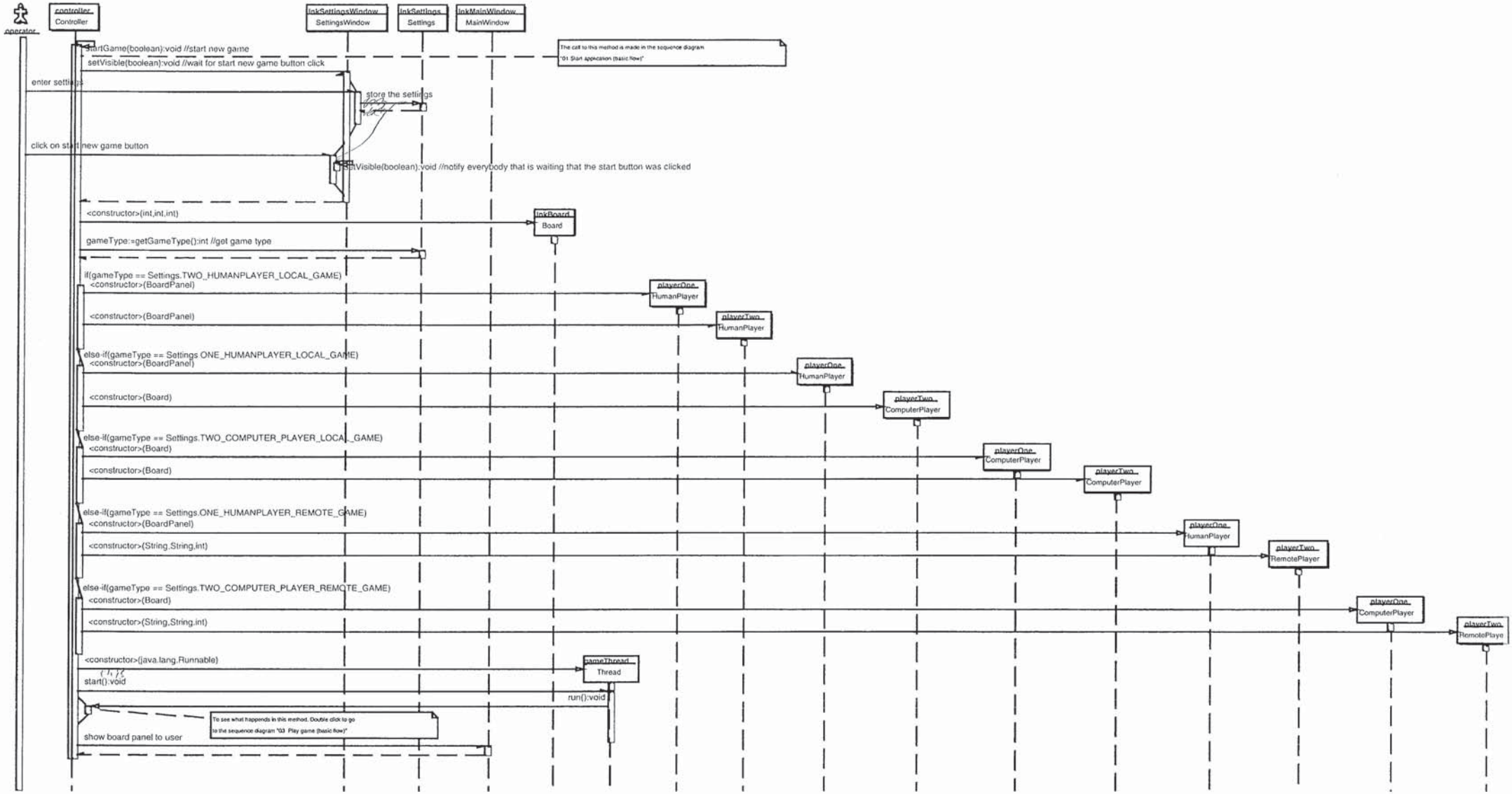
operator
controller
Controller
lnkSettingsWindow
SettingsWindow
lnkSettings
Settings
lnkMainWindow
MainWindow
startGame(boolean):void //start new game
The call to this method is made in the sequence diagram "01 Start application (basic flow)"
setVisible(boolean):void //wait for start new game button click
enter settings
store the settings
click on start new game button
setVisible(boolean):void //notify everybody that is waiting that the start button was clicked
<constructor>(int,int,int)
lnkBoard
Board
gameType:=getGameType():int //get game type
if(gameType == Settings.TWO_HUMANPLAYER_LOCAL_GAME)
<constructor>(BoardPanel)
playerOne
HumanPlayer
<constructor>(BoardPanel)
playerTwo
HumanPlayer
else-if(gameType == Settings.ONE_HUMANPLAYER_LOCAL_GAME)
<constructor>(BoardPanel)
playerOne
HumanPlayer
<constructor>(Board)
playerTwo
ComputerPlayer
else-if(gameType == Settings.TWO_COMPUTER_PLAYER_LOCAL_GAME)
<constructor>(Board)
playerOne
ComputerPlayer
<constructor>(Board)
playerTwo
ComputerPlayer
else-if(gameType == Settings.ONE_HUMANPLAYER_REMOTE_GAME)
<constructor>(BoardPanel)
playerOne
HumanPlayer
<constructor>(String,String,int)
playerTwo
RemotePlayer
else-if(gameType == Settings.TWO_COMPUTER_PLAYER_REMOTE_GAME)
<constructor>(Board)
playerOne
ComputerPlayer
<constructor>(String,String,int)
playerTwo
RemotePlaye
<constructor>(java.lang.Runnable)
gameThread
Thread
start():void
run():void
To see what happends in this method. Double click to go to the sequence diagram "03 Play game (basic flow)"
show board panel to user

3