Project Javascript Quiz

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# Klassendiagram

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FourInARowView

+constructor(data:Data)  
+bindStartButton()  
+drwawGame(handler: String)  
+Changed(event: FourInARowEvent )  
+drawMove()  
+gameOver()  
+rematchButton(handler: String)

FourInARowController

-Model:FourInARowModel  
-View:FourInARowView

+Constructor()  
+handleUserData(id: Integer)  
+restart()

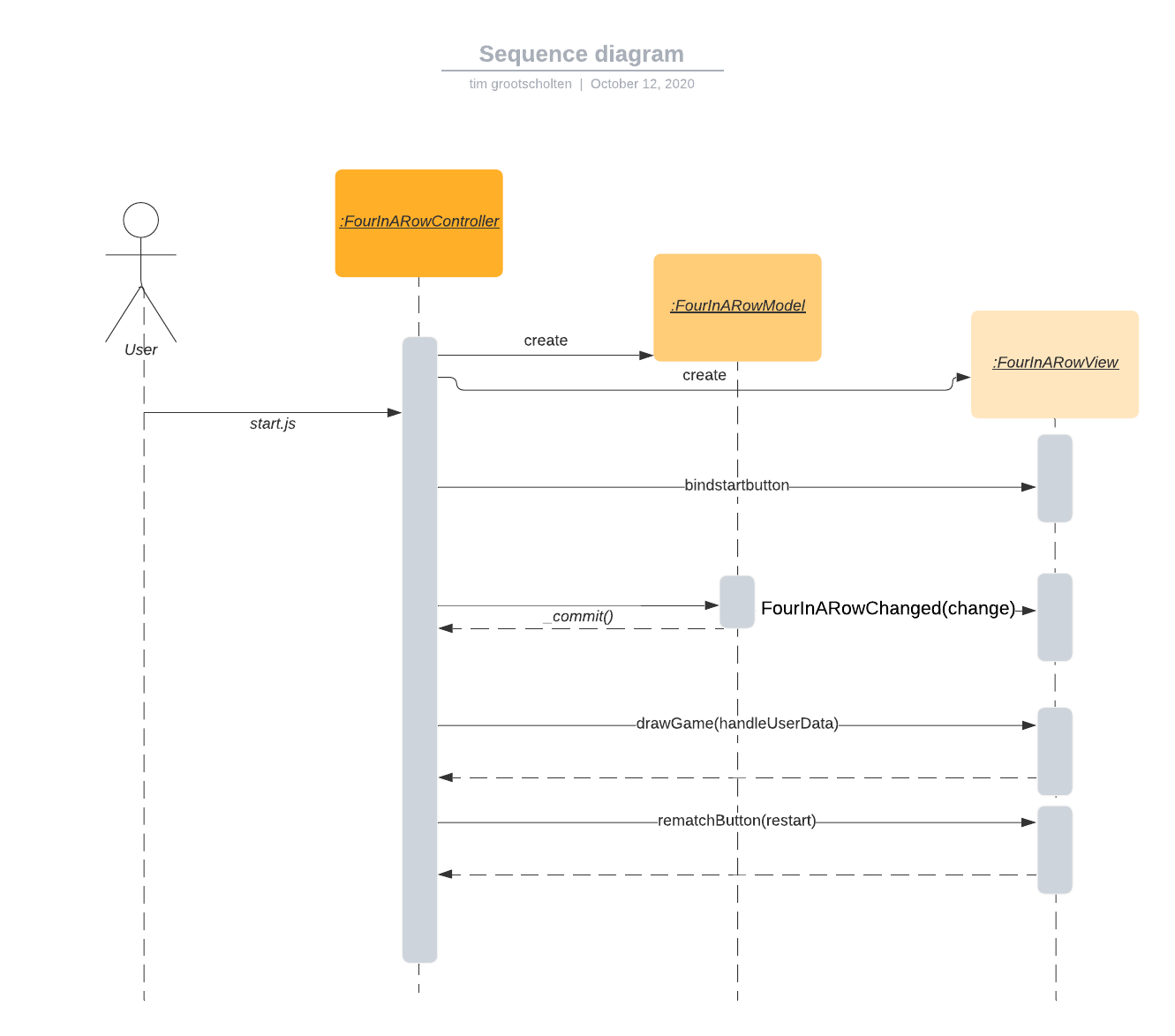
FourInARowModel

-data([])  
-data.board([])  
-data.currentPlayer(1: Integer)  
-data.gameStatus(playing: String)  
-data.player1Score(0: Integer)  
-data.player2Score(0: Integer)  
-data.winingRow([])

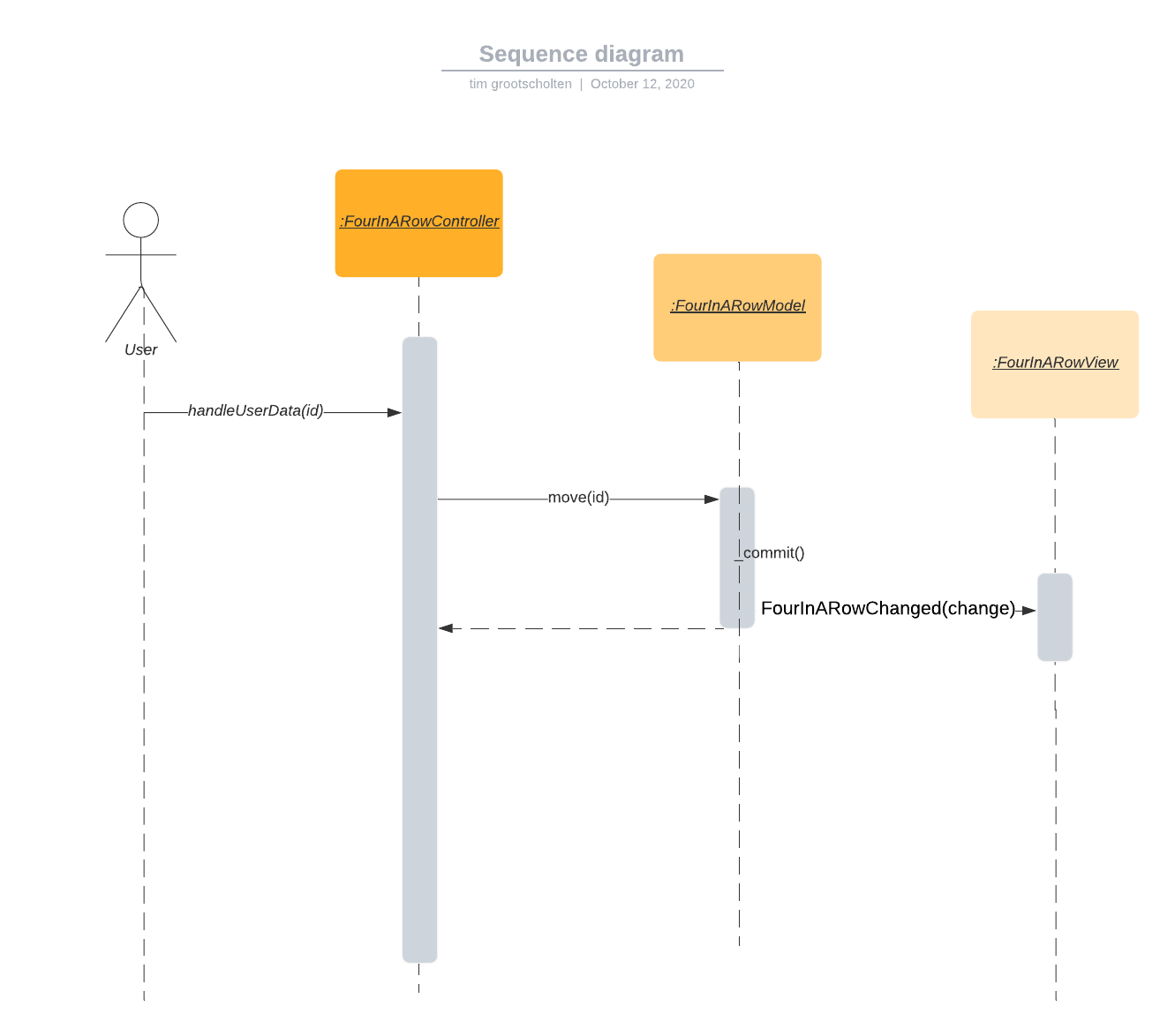
+constructor()  
+Move(id1: Integer)  
+switchPlayer(player: Integer)  
+restart()  
+checkForWin()  
-\_commit()

# Sequentiediagram

## Applicatie starten



## move



## re start

