Detailed Design: Place Piece

FUNCTION PlacPiece(theCell)

Create a game object called testGo set to the game piece that is going the cell

IF testGo is pointing to something

FOR i < number empty cells

IF

Add the cell that was clicked on to the list of nonempty cells

Remove the cell that was clicked from the list of empty cells

END FOR

RETURN testGO

Detailed Design: Initialized Board

FOR i < 5

FOR ii < 5

Set mypiece from the allcells list to null

Add all the cells to the list of empty cells

END FOR

END FOR