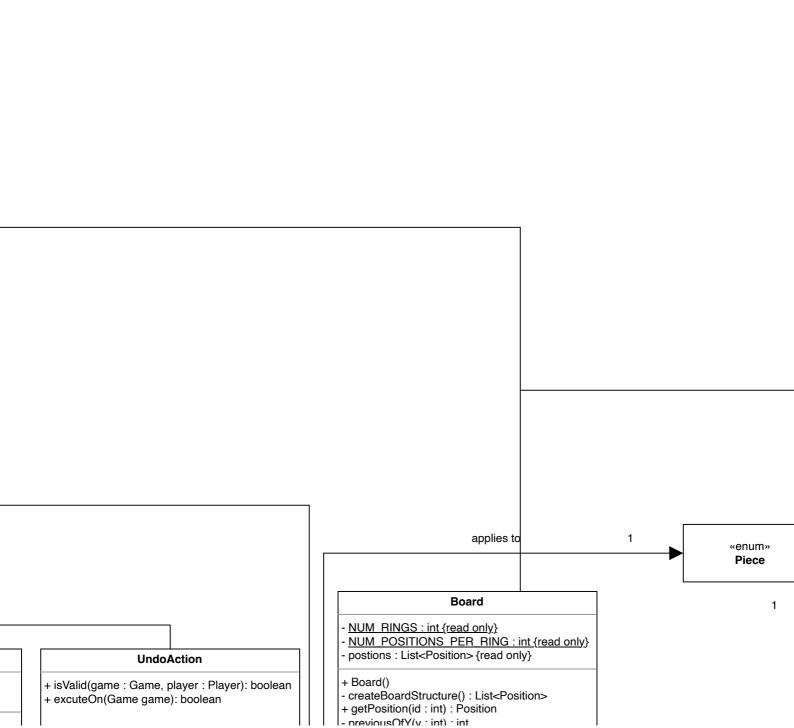


game actions

Lo

filepath: Stringdeserializer: Deseri





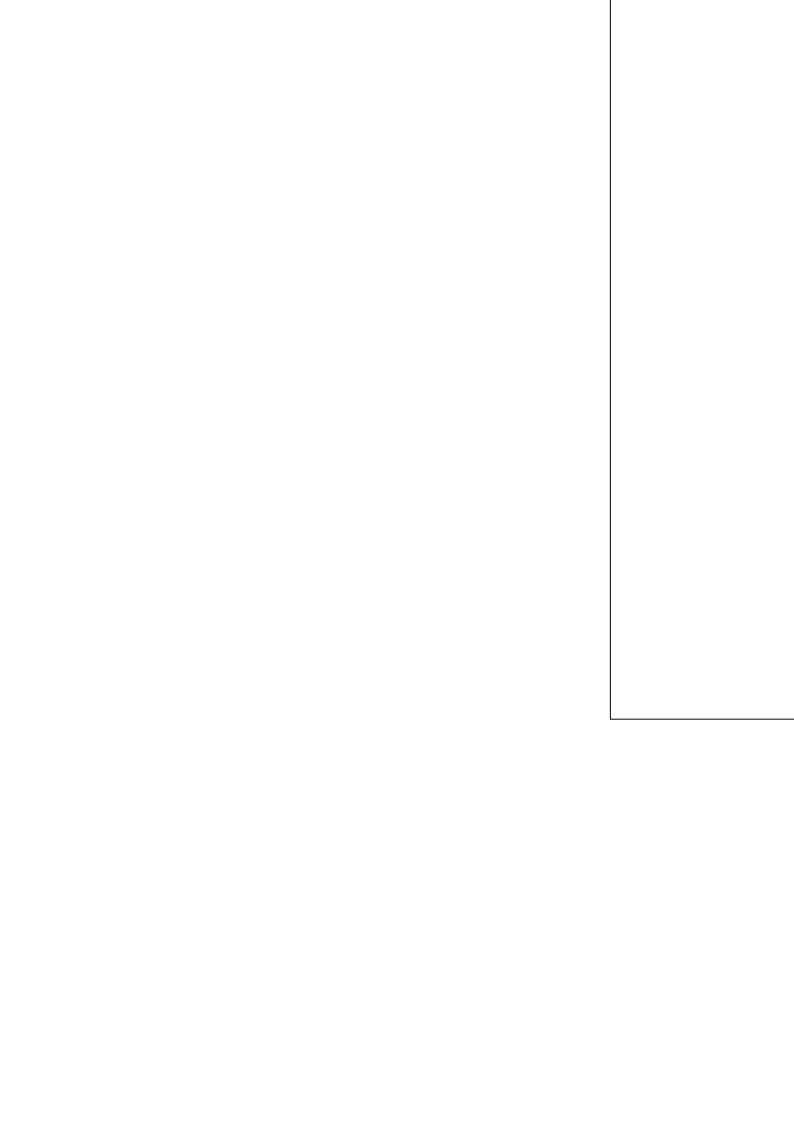
Position - idCounter: int {read only} - id: int {read only} - neighbourUp: Position - neighbourDown: Position - neighbourLeft: Position - neighbourRight: Position - neighbourRight: Position - OccupiedBy: Piece + Position() + getId(): int + withUpNeighbour(neighbourUp: Position): Position + withDownNeighbour(neighbourDown: Position): Position

has neighbours

- GRID PANE CELL FOR - game : Game - boardGridChildren : Obser - stage : Stage - boardGrid : GridPane - blackGrid : GridPane - whiteGrid : GridPane + ViewController() + setStage(stage : Stage) : v

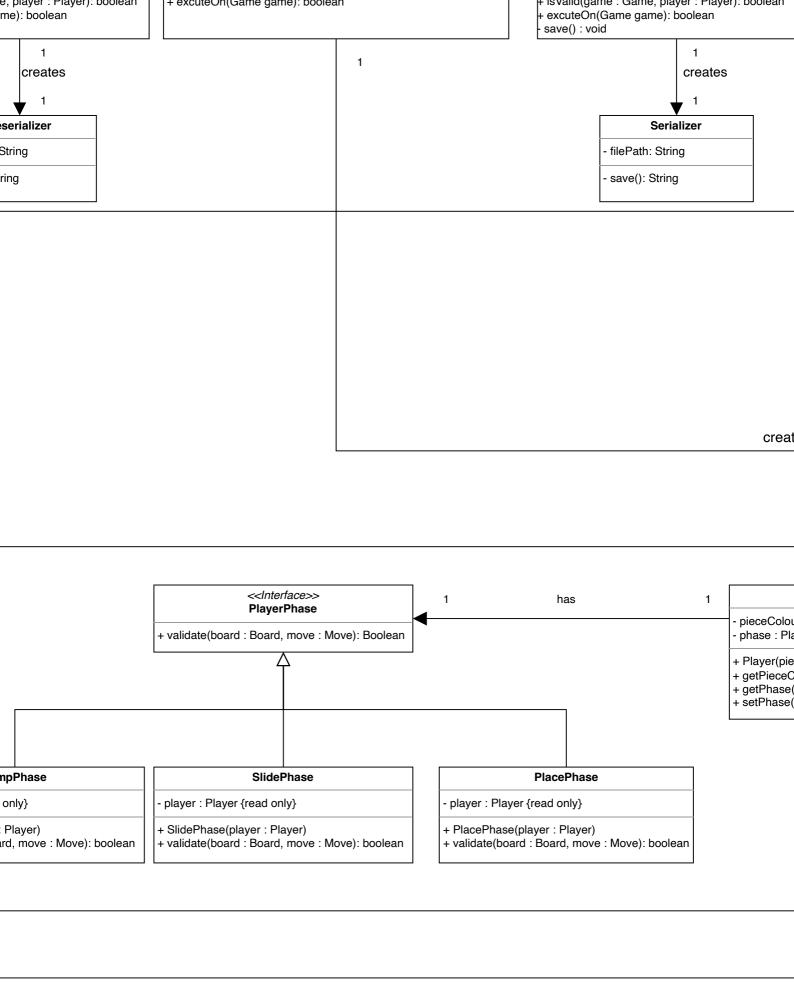
ViewController		
MAT : DateFormat = new DateFormat() {read only}		
ableList <imageview></imageview>		

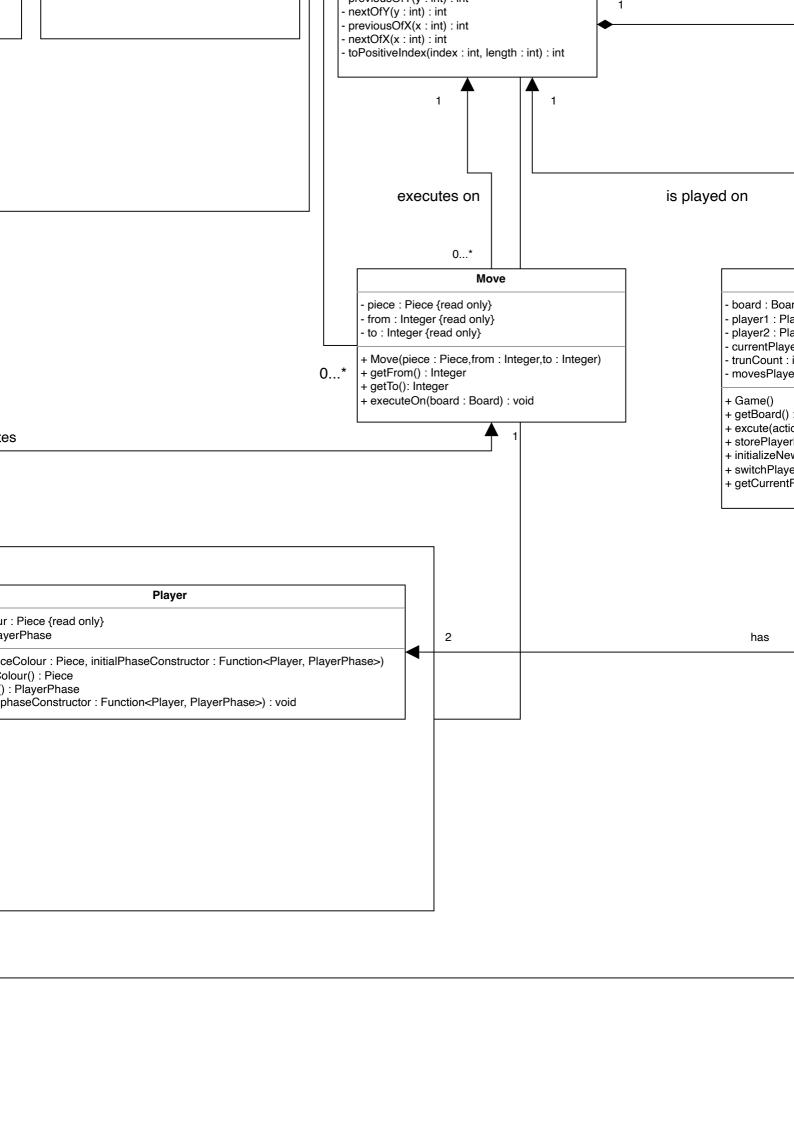
oid/

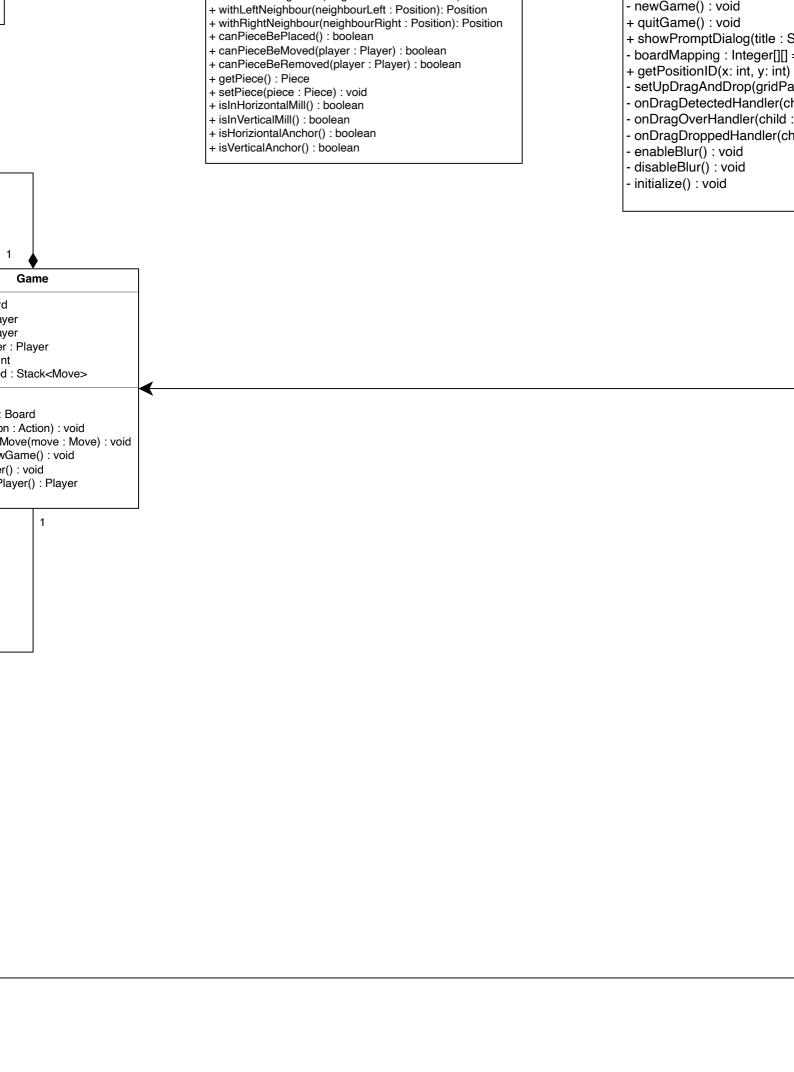


De - filePath: - load(): St player Jur - player : Player {read + JumpPhase(player : + validate(board : Boa

+ excuteOn(Game ga - load() : void







tring, header: String, content: String, yesCallBack: Runnable, noCallBack: Runnable): void

= {{...}} {read only}

: Integer

ne : GridPane) : void

nild: Node, event: MouseEvent): void Node, event: MouseEvent): void ild: Node, event: MouseEvent): void

Main

+ start(stage : Stage) : void + <u>main(args : String[]) : void</u>