Model::Main

«enumeration»
Color

NONE
WHITE
BLACK

Board

-whiteMarblesLost: int
-blackMarblesLost: int

+Board()
+move(posStart: Position, posArrival: Position): void
+move(posStart: Position, posEnd: Position, posArrival: Position): void
+canMove(posStart: Position, posArrival: Position): bool
+canMove(posStart: Position, posEnd: Postion, posArrival: Position): bool
+colorAt(pos): Color
+isInside(pos): bool
+getCases(): Array
+getCellAt(pos: Position): Cell&
+getWhiteMarblesLost(): int
+getBlackMarblesLost(): int
+addWhiteMarbleLost(): void
+addBlackMarbleLost(): void

Game

-currentPlayer: Color

+Game()
+start(): void
+isGameOver(): bool
+play(): void
+askAbaPro(): Position
+getBoard(): Board
+getCurrentPlayer(): Color
+setCurrentPlayer(color: Color): void

Cell
(from Model)

-marble: Color

+Cell(pos: Position)
+Cell(marble: Color, pos: Position)
+isAdjacentTo(cell: Cell): bool
+getColor(): Color
+setColor(color: Color): void
+getPosition(): Position
+to_string(): String

Controller

+Controller(game: Game, view: View)
+startGame(): void

View

+View()
+displayBoard(cells: Array): void
+displayNbMarblesLost(): void
+displayGameOver(): void

Position

-x: int
-y: int
-z: int

+Position(x: int, y: int, z: int)
+Position(pos : Position)
+computeDirection(posStart: Position, posArrival: Position): Direction
+operator==(pos1: Position, pos2: Position): bool
+toPosition(abapro: String): Position
+getNext(dir: Direction): Position
+getX(): int
+getY(): int
+getZ(): int

Main

+main(): int

Direction

Relationships/multiplicities:
- Game 1 — 1 Board
- Board 1 — 61 Cell
- Game 1 — 1 Controller
- Board 1 — 1 View
- Controller 1 — 1 View
- Cell 1 — 1 Position
- Direction (generalization to Position)