

white: Int32
white: Int32
plack: Int32
possible: Int32
possible: Int32

Piece(val_: Int32)
Piece()
Piece()
Piece()
Piece()
SetBlack(): Void
SetPossible(): Void
SetEmpty(): Void
SetEmpty(): Void
SetEmpty(): Boolean
SisWhite(): Boolean
SisPossible(): Boolean

parent

nextMove(): Void
isPotentialCell(x: Int3...
checkInd(i: Int32, j: Int...
checkCellCurr(i: Int32,...
checkCellOppn(i: Int3...
setCellCurr(i: Int32, j: I...
calculatePossibleMov...

剩 makeMove(x: Int32, y:...

🐳 GameState(currGs: Ga...

🖘 GameState(data_: Pie...

getChildNumRecursiv...

dumpData(currDepth:...

\Rightarrow getStateString() : String

ConstructGameTree()...

ConstructGameTreeR...

cloneTurnAndData() :...

setData(data_: Piece[,]...
→ addChild(node : Gam...

🔷 ind2sub(m: Int32) : Int...

sub2ind(i: Int32, j: Int...

GameState()

GameState()

🔷 getVal() : Int32

🔫 getUtilVal() : Int32

Form1 **Public Class** currentState: GameSt... nodeCounter: Int32 gridTextBoxes: Pictur... 🧬 components: IContai... 🔐 label1: Label 🧬 label3: Label 📝 label4: Label → Form1() ➡ Form1_Load(sender:... 🔷 updateBoard(children... button_Click(sender:... Dispose(disposing: B... InitializeComponent()...

currentState