

Client
+socket: Socket +host: String +port: Integer +board: Board Object
+handshake(handshakePacket:String) +connect() +run(color:String)

Board
+myColor: Integer +opponentColor: Integer +board: List of Lists +score: List +filledSquares: Integer
+printBoard(): Void +getFinalScore(): Void +isBoardFull(): Boolean +validateMove(): Integer +legalMoves(move:String): List +updateBoard(move:String,color:Integer): Void +setState(board:Board Object): void

AI
+tree: Dict +depth: Integer +infinity: Integer = 1e+50 +bestMove: String
+getEmptyNode(): Dict +createTree(root:Dict,level:Integer): Void +minimax(node:Dict,depth:Integer,player:Integer, alpha:Float,Beta:Float): Float +heuristicValue(node:Dict): Float +cornerOccupancy(board:Board Object): Float +cornerCloseness(board:Board Object): Float +mobility(board:Board Object): Float +pieceCount(board:Board Object): Tuple +think(): Void +getMove(): String