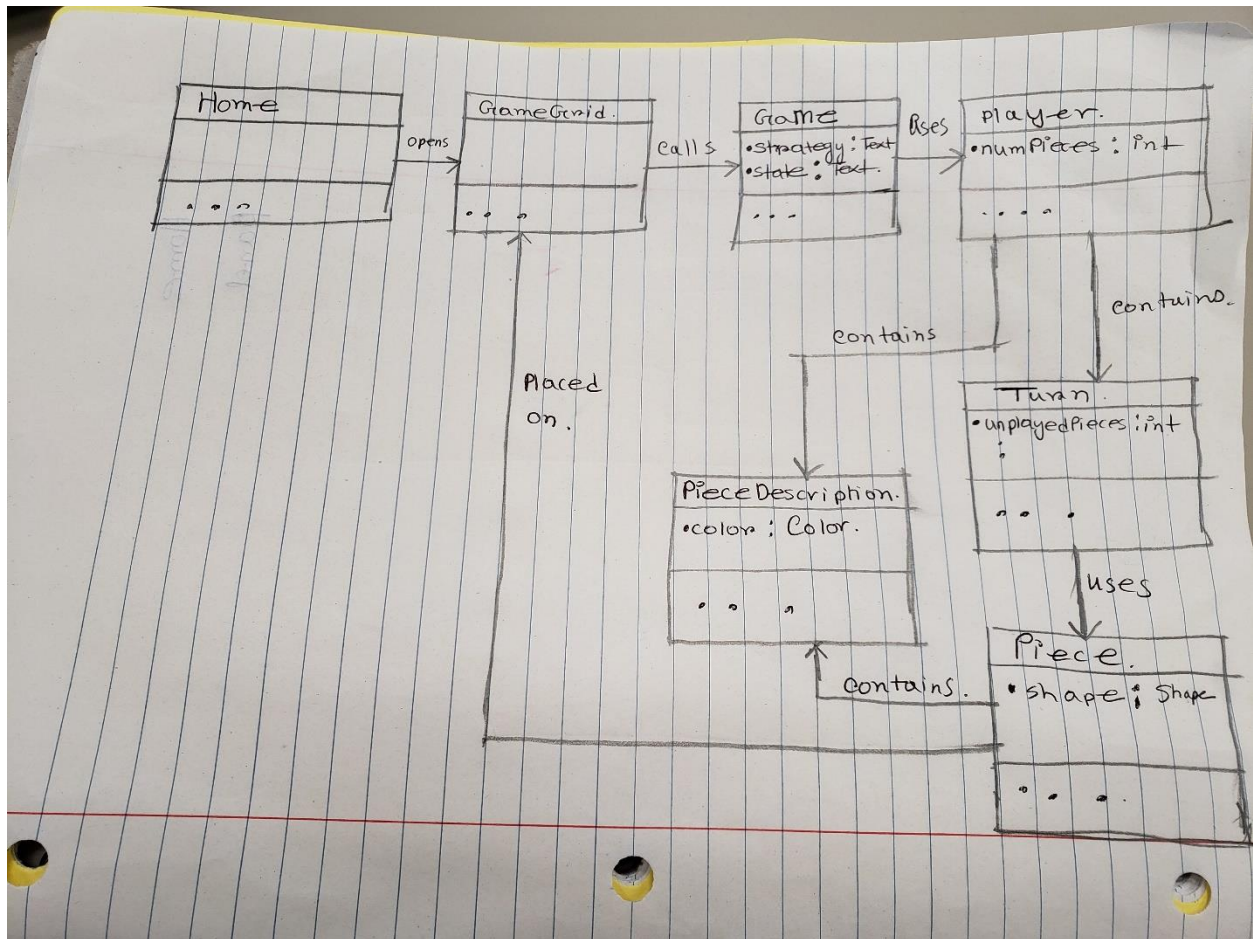


5. Design - Overall Class Diagram



Home

humanPlayer, CPUplayer, themes: **String [] (Array of strings)**

plOneColor, plThreeColor, plFourColor, backgroundColor, GameboardColor: **Color**

panelTop_Home, panelBottomMain_Home, panelNewGame_Home, panelSettings_Home, panelCpuPlayers_Home: **JPanel**

lblTitle_Home, lblSettings, lblChoosePlayers, lblDifficulty, lblHumanPlayer, lblCPUplayer: **JLabel**

btnNewGame_Home, btnResume_Home, btnSettings_Home, btnGoBack_NewGame, btnGoBack_Settings, btnStartGame_ChoosePlayers: **JButton**

chckbxHints, chckbxCpuPlayer1, chckbxCpuPlayer2, chckbxCpuPlayer3, chckbxEasy, chckbxMedium, chckbxHard: **JCheckBox**

comboBoxTheme, comboBoxPlayer, comboBoxCPUplayer: **JComboBox**

difficlutyGrp: **ButtonGroup**

intHuman, intCPU: **int**

updateColors(): **void**

actionPerformed(ActionEvent e) : **void**

GameGrid
<p>leftPanel_GameGrid, centerPanel_GameGrid, rightPanel_GameGrid: JPanel</p> <p>lblScores, lblPlayer1, lblPlayer2, lblPlayer3, lblPlayer4, lblPlayer1Score, lblPlayer2Score, lblPlayer3Score, lblPlayer4Score: JLabel</p> <p>but: JButton [][]</p> <p>text: String</p> <p>themenummer, row, col: int</p> <p>GameBeingPlayed: Game</p>
Play()

Game
<p>Strategy: string</p> <p>State: boolean</p>
<p>computerPlays() Player1Plays() Player2Plays() Player3Plays() Player4Plays()</p>

Player
numPieces: int
changeNumPieces()

PieceDescription
color: Color
....no methods

Turn
numOfUnplayedPieces: int legalPositionOnGrid, IllegalPositionOnGrid: int []
changeNumOfUnplayedPieces() addLegalPositionOnGrid() addIllegalPositionOnGrid()

Piece

Location([x, y]): []

legalAvailablePositionsforNext: int [][]

IllegalAvailable PositionsForNext: int [][]

change legalAvailablePositionsforNext()

changeIllegalAvailablePositionsforNext()