



➡ Trigger: update from mouse

The main controller controls all the objects (Input states, players, board, display) in the game.

Display object have class and methods to display things like labels, buttons, and method to change font styles and size.

Currently, Board object is unused.

Players object is where we have human and computer players are created. Hands (7 dominos) for each player are created inside players class. Methods to draw dominos from boneyard, to flip dominos and computer player logics are created on players class.

Dominos object have two main parameters, left and right. Left is the left number of the domino and right is the right number of domino. Image inside the rectangle are set inside the constructor of domino.

First inside Boneyard class, 28 dominos are created, shuffled, and placed in boneyard. Then two different arraylist has created to hold 7 dominos for each player. After each player gets 7 dominos, they are ready to play. When the maincontroller get the input from mouse, players and display interacts with each other which is controlled by maincontroller.