



undo

end

GAME

feature -- Board bta: BOARD_TEMPLATES_ACCESS

feature

board: BOARD

Game = Game

undo_move_down (r, c: INTEGER_32)

 $undo_move_left\ (r,c:INTEGER_32)$

 $undo_move_right \ (r,c: INTEGER_32)$

undo_move_up (r, c: INTEGER_32)