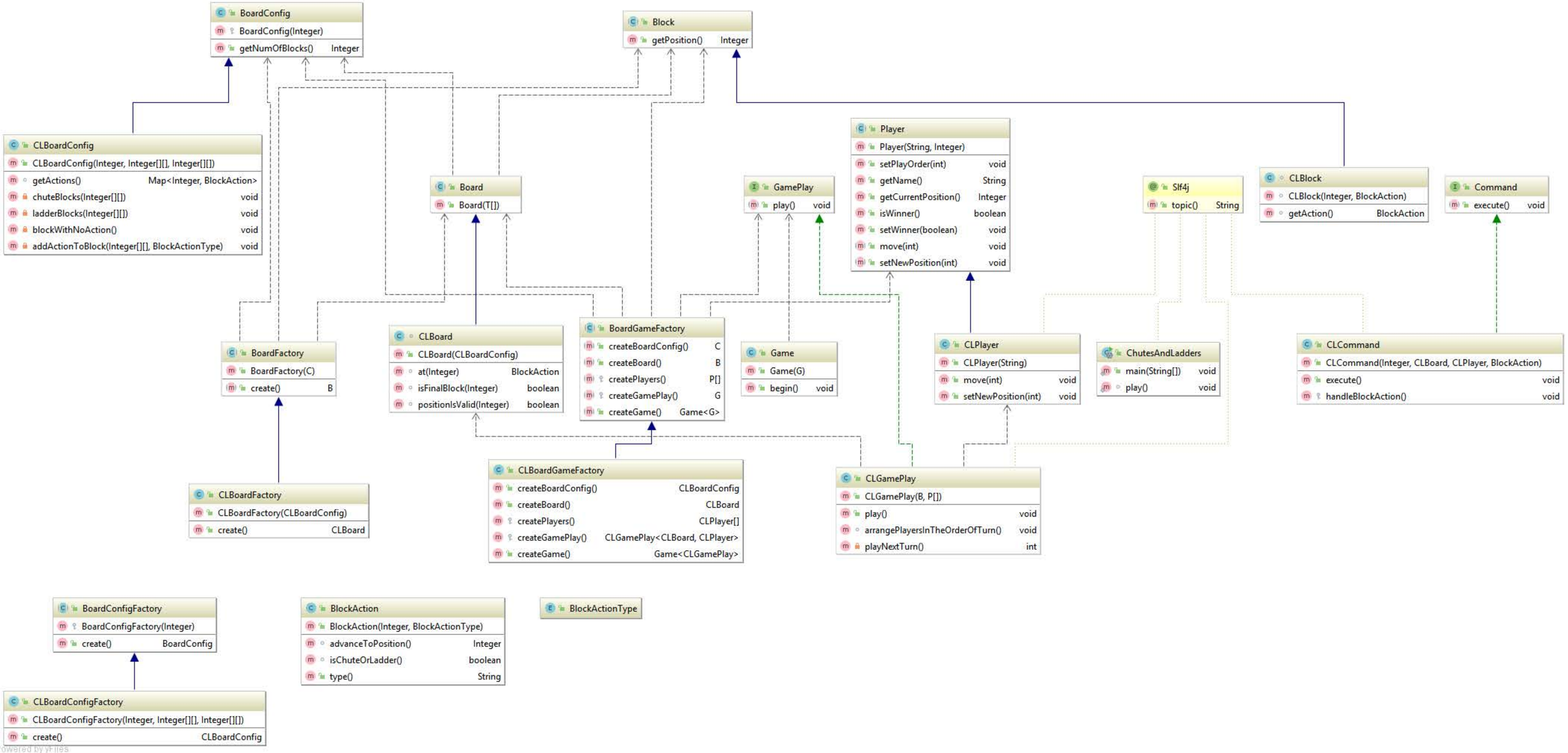
BoardConfig
BoardConfig(Integer)
getNumOfBlocks() Integer
Block
getPosition() Integer
CLBoardConfig
CLBoardConfig(Integer, Integer[][], Integer[][])
getActions() Map<Integer, BlockAction>
chuteBlocks(Integer[][]) void
ladderBlocks(Integer[][]) void
blockWithNoAction() void
addActionToBlock(Integer[][], BlockActionType) void
Board
Board(T[])
GamePlay
play() void
Player
Player(String, Integer)
setPlayOrder(int) void
getName() String
getCurrentPosition() Integer
isWinner() boolean
setWinner(boolean) void
move(int) void
setNewPosition(int) void
Slf4j
topic() String
CLBlock
CLBlock(Integer, BlockAction)
getAction() BlockAction
Command
execute() void
BoardFactory
BoardFactory(C)
create() B
CLBoard
CLBoard(CLBoardConfig)
at(Integer) BlockAction
isFinalBlock(Integer) boolean
positionIsValid(Integer) boolean
BoardGameFactory
createBoardConfig() C
createBoard() B
createPlayers() P[]
createGamePlay() G
createGame() Game<G>
Game
Game(G)
begin() void
CLPlayer
CLPlayer(String)
move(int) void
setNewPosition(int) void
ChutesAndLadders
main(String[]) void
play() void
CLCommand
CLCommand(Integer, CLBoard, CLPlayer, BlockAction)
execute() void
handleBlockAction() void
CLBoardFactory
CLBoardFactory(CLBoardConfig)
create() CLBoard
CLBoardGameFactory
createBoardConfig() CLBoardConfig
createBoard() CLBoard
createPlayers() CLPlayer[]
createGamePlay() CLGamePlay<CLBoard, CLPlayer>
createGame() Game<CLGamePlay>
CLGamePlay
CLGamePlay(B, P[])
play() void
arrangePlayersInTheOrderOfTurn() void
playNextTurn() int
BoardConfigFactory
BoardConfigFactory(Integer)
create() BoardConfig
BlockAction
BlockAction(Integer, BlockActionType)
advanceToPosition() Integer
isChuteOrLadder() boolean
type() String
BlockActionType
CLBoardConfigFactory
CLBoardConfigFactory(Integer, Integer[][], Integer[][])
create() CLBoardConfig
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