Player

name: String

getName()
setName()

ConnectGame

FRAME_WIDTH: int
FRAME_HEIGHT: int
helpMessage: String
offscrImg: Image
offscrGC: Graphics
col1counter: int
col2counter: int
col3counter: int
col4counter: int
col5counter: int
col6counter: int
col7counter: int

init()
fillCol1()
fillCol2()
fillCol3()
fillCol4()
fillCol5()
fillCol6()
fillCol7()

ConnectPlayer

score: int
numberGames: int

getScore()
setScore()
getNumberOfGames()
setNumberGames()