manager2048 - gameLogic: logic2048 - mode: String - moves: int - timeLeft: int - gameOver: boolean - highScoreManager: HighScoreManager - scanner: static Scanner + manager2048(String mode) + manager2048(String mode, Scanner sc) + startGame(): void - processMove(command: char): void - printBoard(): void - endGame(): void - displayHighScores(): void - startTimer(seconds: int): void + getMode(): String + isGameOver(): boolean + getGameLogic(): logic2048 + getHighScoreManager(): HighScoreManager logic2048 - gameBoard: board2048 - score: int - won: boolean - madeMove: boolean - boardHistory: Stack - scoreHistory: Stack + logic2048(gridSize: int) + getGameBoard(): board2048 + getScore(): int + isWon(): boolean + hasMadeMove(): boolean + moveLeft(): void + moveRight(): void + moveUp(): void board2<u>04</u>8 + moveDown(): void + hasMoves(): boolean - saveState(): void + undoMove(): void + board2048(gridSize: int) + resetMergedFlags(): void + setTile(row: int, col: int, tile: Tile): void + getTile(row: int, col: int): Tile Tile - value: int - row: int - col: int - merged: boolean + Tile(value: int, row: int, col: int) + getValue(): int + setValue(value: int): void + getRow(): int + setRow(row: int): void + getCol(): int + setCol(col: int): void + isMerged(): boolean + setMerged(merged: boolean): void + reset(): void

- gridSize: int

- board: Tile[][]

+ getBoard(): Tile[][] + addNewTile(): void

+ getGridSize(): int + copyBoard(): Tile[][]