//constructor for Player class

Player(){

PlayerName = "";

}

//setting the player name

void setName(String name){

PlayerName = name;

}

//getting the player name

String getName(){

return PlayerName;

}

//piece color constructor for the human player class

HumanPlayer(){

pieceColor1 = 0;

pieceColor2 = 1;

}

//getting the piece color1

int getPieceColor1(){

return pieceColor1;

}

//getting the piece color2

int getPieceColor2(){

return pieceColor2;

}

//method for human player to move piece

void move(){

IF (player made a move)

humanMove = responseMovePiece(playerMove);

ELSE{

// prompt the player for the move

Print(“Player make a move”);

//

END IF

}

//method for human player to undo move

void undoButton(){

undo the last move

}

WHILE (game did not end){

IF (undo){

Undo the move

update the board view

}

Ask for the next move from the user

opponent’s move

Update the board view

}

//Constructor for CPU player class

ComputerPlayer(){

Difficulty1 = 0;

}

//Setting the difficulty level

void setDifficulty(int diff){

difficulty = diff;

}

//getting the difficulty level

int getDifficulty(){

return difficulty;

}

//method for CPU player to move a piece

void cpuMovePiece(){

IF (player made a move)

cpuMove = responseMovePiece(playerMove);

ELSE {

// prompt the player for the move

Print(“Player make a move”);

//

END IF

}

//method for CPU player to choose a move

void chooseBestMove(){

// logic for the game

//method to check who wins

IF (player.pieces == 0 || opponent.pieces ==0)

Print(“You won” + player/human/cpu);

Break;

END IF

}