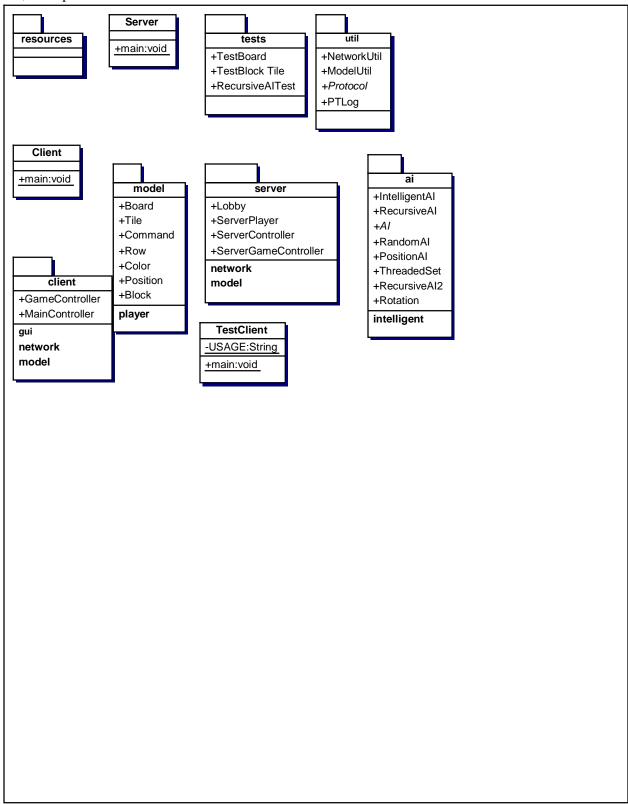
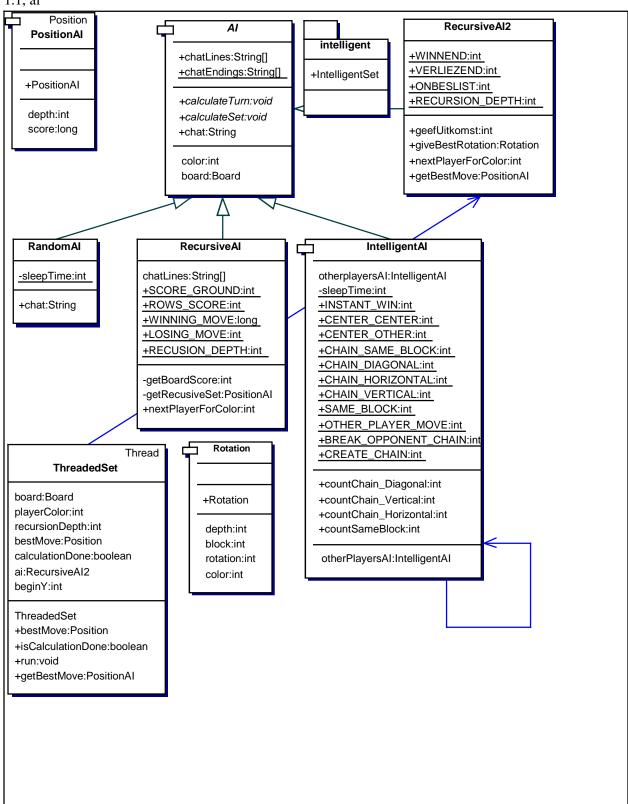
1.1, eindopdracht



1.1, eindopdracht

docs	
	docs

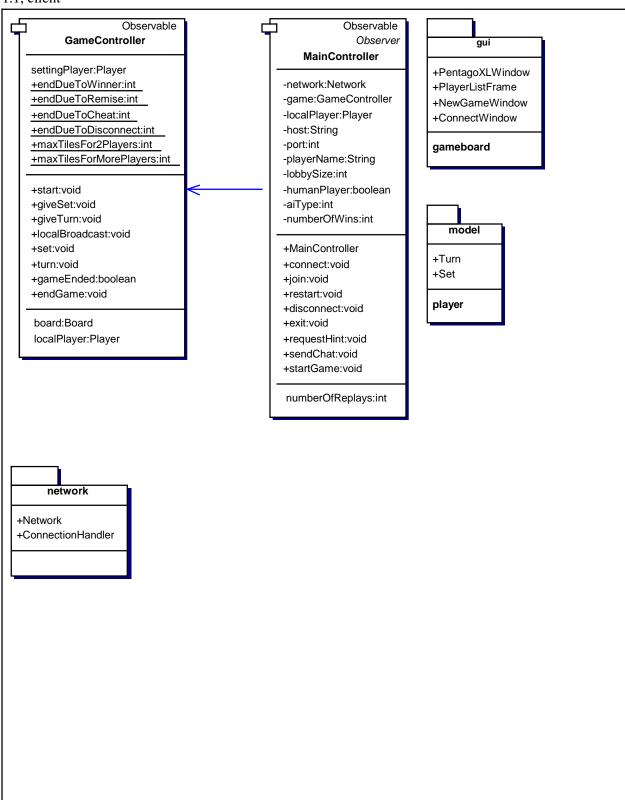
1.1, ai



1.1, intelligent

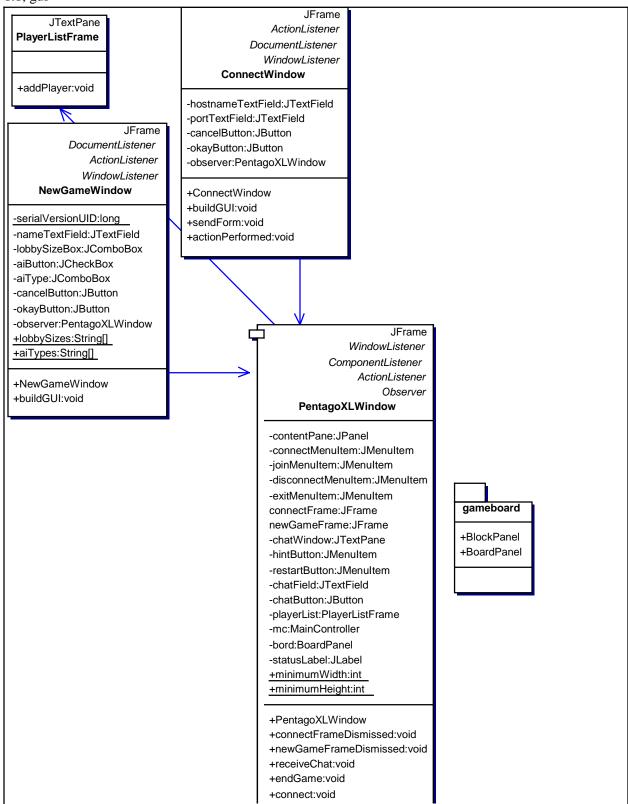
IntelligentSet pos:Position otherplayermove:boolean +IntelligentSet +setCenterCenter:void +setCenterOther:void +setInstantWin:void +calculateScore:void +addScore:void chainSameBlock:int sameBlock:int chainDiagonal:int chainHorizontal:int chainVertical:int centerCenter:boolean centerOther:boolean instantWin:boolean otherPlayerMove:boolean score:int position:Position

1.1, client



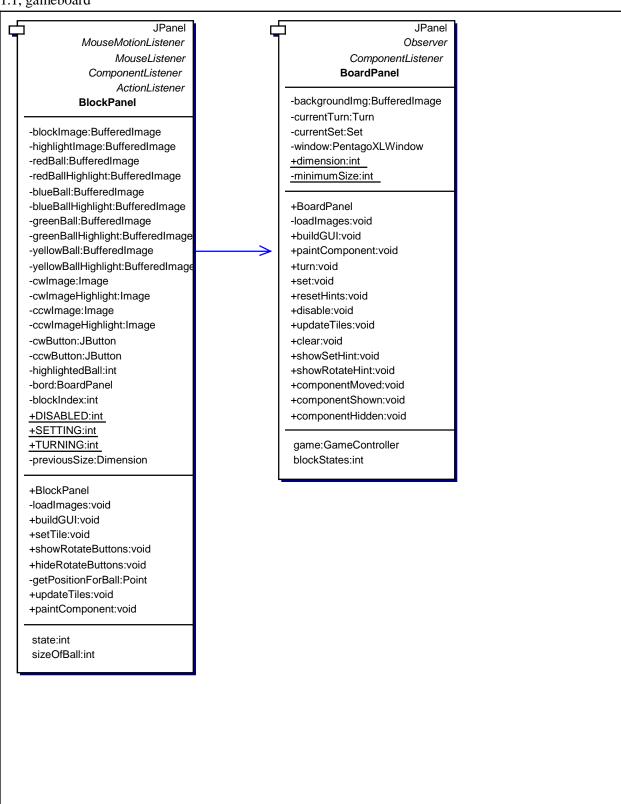
1.1, client

1.1, gui



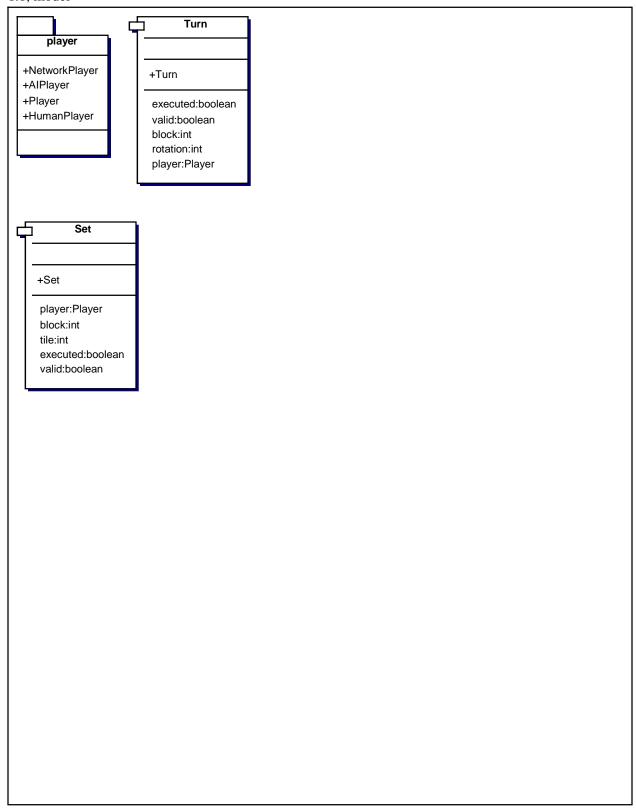
2.1, gui	
_+join:void	
status:String	

1.1, gameboard

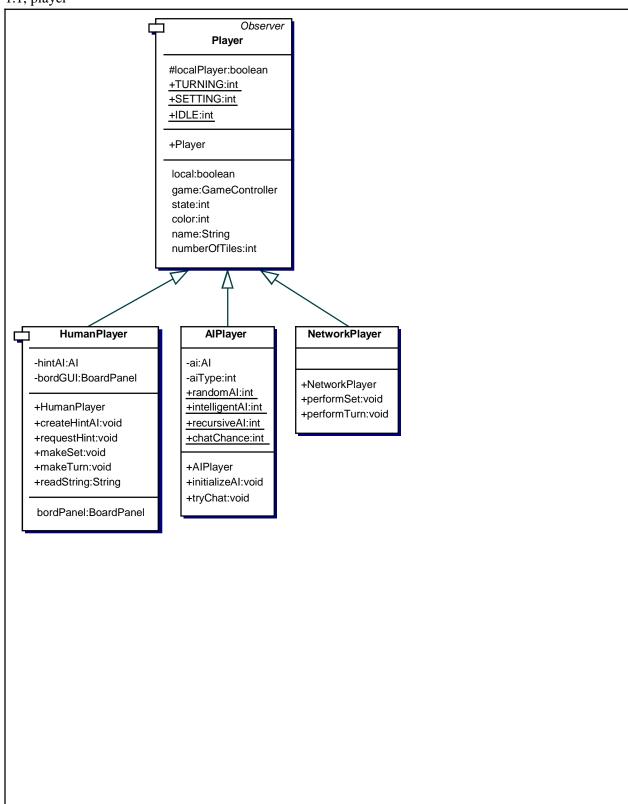


1.1, gameboard

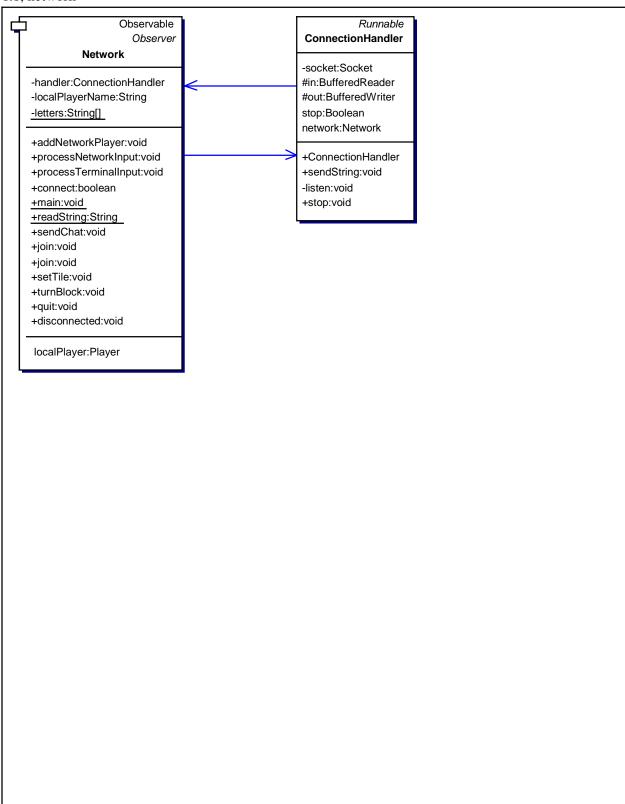
1.1, model



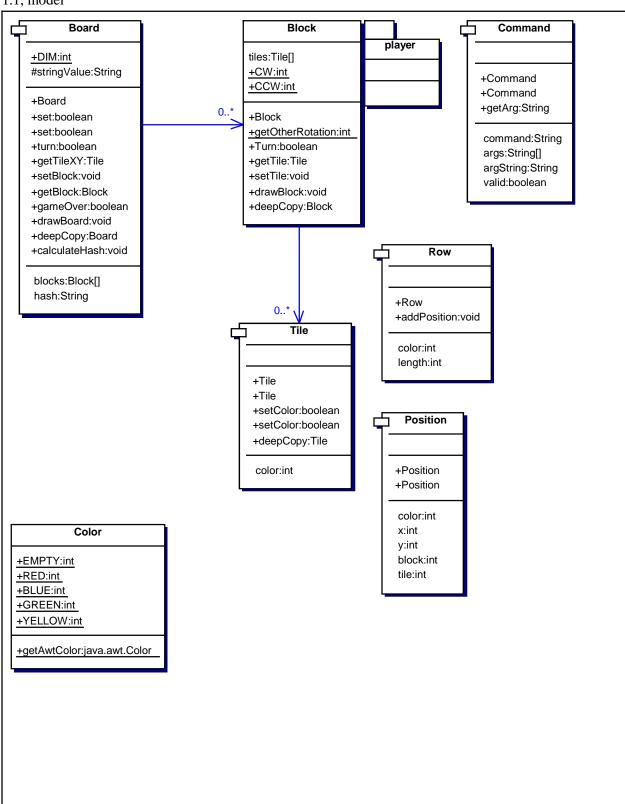
1.1, player



1.1, network

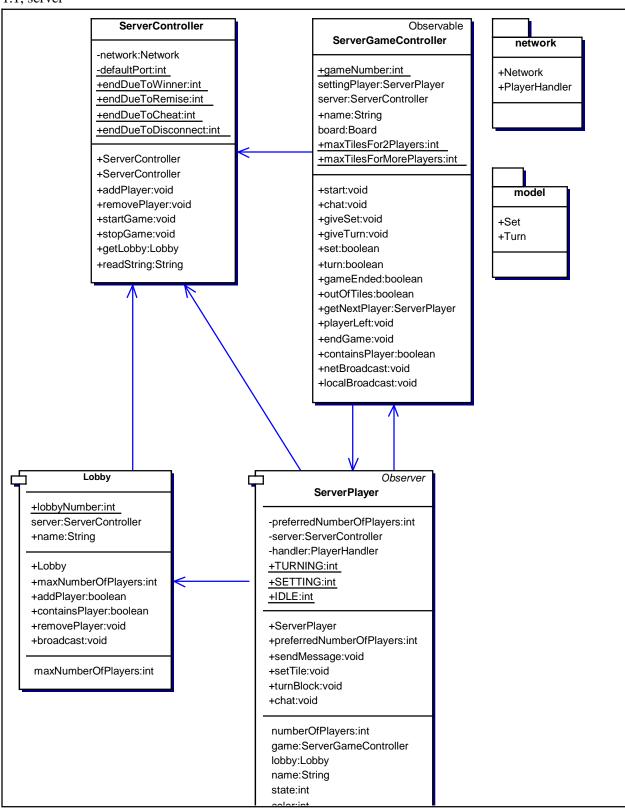


1.1, model



1.1, model

1.1, server



2.1, server		
	numberOfTiles:int	

1.1, model

Set	Turn Turn	
+Set	+Turn	
player:ServerPlayer block:int	executed:boolean block:int	
tile:int executed:boolean	rotation:int player:ServerPlayer	

1.1, network

Network

- -server:ServerController
- +Network
- -listen:void
- +broadcast:void

Runnable

PlayerHandler

- -player:ServerPlayer
- -socket:Socket
- #in:BufferedReader
- #out:BufferedWriter
- -server:ServerController
- +name:String
- +PlayerHandler
- +readString:String
- +listen:void
- -handleInput:void
- +sendMessage:void

1.1, tests

TestBoard	TestBlock Tile
+main:void	+main:void
RecursiveAlTest	
	_
+main:void +readString:String	.
+readString.String	

1.1, util

NetworkUtil

+isValidHost:boolean +isValidPort:boolean +isValidPort:boolean

ModelUtil

-letters:String[]

+letterToInt:int +intToLetter:String +directionToInt:int +intToDirection:String +getBlockForPosition:int +getTileForPosition:int +main:void

interface **Protocol**

+JOIN:String +SET_TILE:String +TURN_BLOCK:String +CW:String +CCW:String +QUIT:String +CHAT:String +CHALLENGE:String +ACCEPT:String +CONNECTED:String +PLAYERS:String +START:String +YOUR_TURN:String +BROADCAST_SET_TILE:String +BROADCAST_TURN_BLOCK:String +END_GAME:String +QUIT_SERVER:String +CHAT_SERVER:String +NO_CHALLENGE:String +CHALLENGE_SERVER:String_

+CHALLENGE_FAILED:String

PTLog

+log:void