Program

Main()

Game

StartGame()

DamkaInterface(Console)

DamkaInterface

ShowInstractions()
SelectUserName()
SelectBoardSize()
SelectGameMode()
ShowGameDetails()
GetCurrentMove()
ShowPoints()
GetSecondTurn()
ShowDetailsForGameOver()
ShowResults()
CheckForEndMatch()

DamkaLogik(dll)

Board

m_Opieces
m_Xpieces
m_Size
m_NumOfO
m_NumOfX
m_Board
m_FirstPlayer
m_SecondPlayer
m_LastMove

InitilaizeBoard()
GetFromPosition()
SetFromPosition()
LocationToString()
GetRow()
GetCol()
Show()
UpdatePossibleMoves()
CheckJump()
MakeMove()
PieceByPosition()
UpdateBoard()
JumpMove()
UpdateKingMoves()
CheckMakeAking()
AnotherMoveAfterEating()
CheckifGameOver()
UpdatePoints()
TurnSucceed()
PCTurn()

InputValidate

UserNameIsValid()
BoardSizeIsValid()
GameModeIsValid()
IsTwoPlayers()
IsALegalMove()

Piece

m_CurrentLocation
m_AvilableMoves
m_AvilableJumps
m_IsKing
m_Team
m_TeamKing

Player

m_Name
m_Tools
m_Opponent
m_Points
m_Id
m_SecondTurn
m_SecondTurnPice