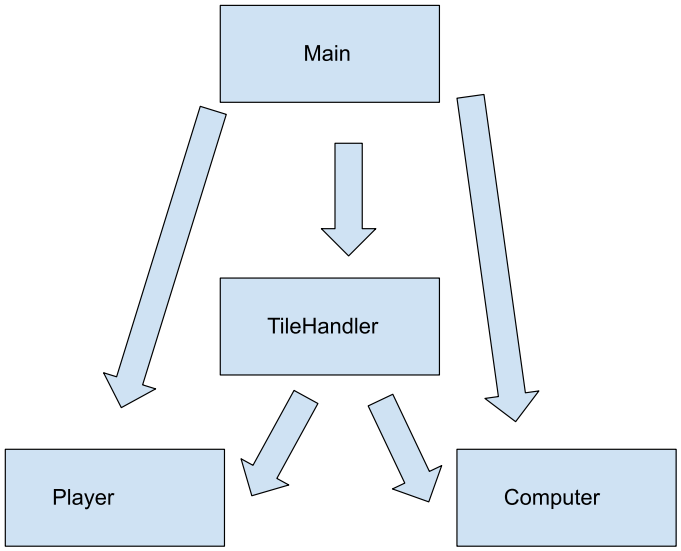
TERMINAL DESIGN

Main: This class contains the game loop and collects all user input. Runs the main parts of the game.
TileHandler: This class handles everything done with the tiles. It plays tiles, handles the game board, and handles the boneyard.
Player: This class handles the player's tiles. It adds and removes tiles, as well as rotates them.
Computer: This class handles the computer's tiles. It adds and removes tiles, as well as rotates them. It also play's the computer's round.



DESCRIPTION OF OBJECTS IN Main.java

main(): This is the main function that runs the entire program.

DESCRIPTION OF OBJECTS IN TileHandler.java

Variables:
int[][] allTiles: all possible game tiles
Int[][] boneyard: all tiles in the boneyard
Int boneLength: number of tiles in the boneyard
Int[][][] boardTiles: all tiles on the game board
Int topBoardLen: length of the top row of the game board
Int botBoardLen: length of the bottom row of the game board
Int lastTop: index of the last tile on the top row of the game board
Int lastBot: index of the last tile on the bottom row of the game board

Functions:
TileHandler(Player player, Computer computer): Constructor deals tiles to the players and initializes all variables.
    Param player is the player object
    Param computer is the computer object
getRandTile(): gets a random tile from the boneyard. Returns the tile.
getNumTiles(): gets the number of tiles in the boneyard. Returns this number.
addBoardTile (int[] tile, int loc): Adds a tile to the board.
    Param tile: The tile to be added.
    Param loc: the location of the tile to be added. Loc 1 is top left, loc 2 is bottom left, loc 3 is top right, loc 4 is bottom right.
getBoard(): creates the visuals for the board. Return the string that contains the board.
isPlayable(int[] tile, int loc): determines if a tile is playable. Returns the location where is playable.
    Param tile is the tile to be checked
    Param loc is the location where the tile will be checked. Loc 1 is left and loc 2 is right.
getBoardNum(): Returns the number of tiles on the board
gameOver (Player player, Computer computer, int lastPlayed): handles the end of the game. Determines the winner.
    Param player is the player object.
    Param computer is the computer object
    Param lastPlayed is the last player to place a tile

DESCRIPTION OF OBJECTS IN Player.java

Variables:
int[][] playerTiles: tiles in the player's tray
int numTiles: number of tiles in the player's tray

Functions:
giveTile(int[] tile): gives the player a tile.
    Param tile is the tile to be given
removeTile(int pos): removes a tile at a given position
    Param pos is the location of the tile to be removed
getTiles(): Returns a string of the player's tiles
getTilesInt(): returns the player's tiles in int[][] format
getNumTiles(): returns the number of tiles in the player's hand
rotateDomino(int pos): rotates a tile at a given position
    Param pos is the location of the tile to be rotated
getTile(int pos): returns a tile at a given position
    Param pos is the location of the tile to be given

DESCRIPTION OF OBJECTS IN Computer.java

Variables:
int[][] compTiles: tiles in the computer's tray
int numTiles: number of tiles in the computer's tray

Functions:
giveTile(int[] tile): gives the computer a tile.
    Param tile is the tile to be given
removeTile(int pos): removes a tile at a given position
    Param pos is the location of the tile to be removed
getTilesInt(): returns the computer's tiles in int[][] format
getNumTiles(): returns the number of tiles in the computer's hand
rotateDomino(int pos): rotates a tile at a given position
    Param pos is the location of the tile to be rotated
getTile(int pos): returns a tile at a given position
    Param pos is the location of the tile to be given
canPlay(TileHandler tileHandler): plays one of the computer's tiles if possible. Returns false if the computer must draw.
    Param tileHandler is the TileHandler object.