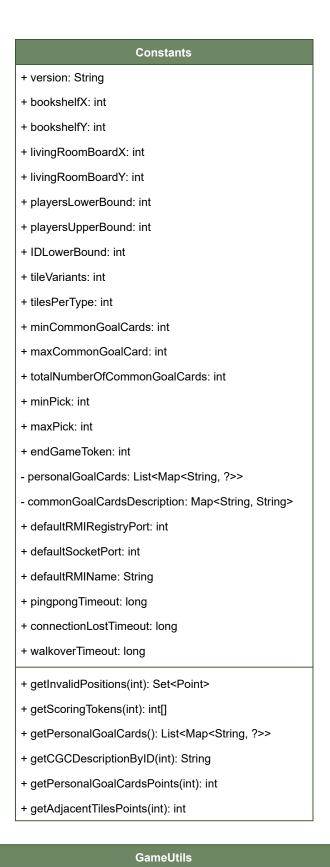
## UML Class Diagram Model / Controller



## + checkMatrixSize(T[][]): void + findGroup(Point, Tile[][], boolean[][]): int + checkAdjacentTile(Point, Tile[][], Direction): Tile + checkIfTileCanBeTaken(Tile[][], Point...): boolean - checkContiguity(ToIntFunction<Point>, Point): boolean + checkIfColumnHasEnoughSpace(Tile[][], int, int): boolean

## + extractRandomIDsWithoutDuplicates(int, int): int[] + iterateInResourceDirectory(String, Consumer<String>): void

TextualUtils

Utils

## + nextInt(Scanner): int + nextInt(Scanner, int, int, String): int + nextIntInterruptible(Scanner): int + nextIntInterruptible(Scanner, int, int, String): int + isN(Scanner, String): boolean + printPoints(List<Point>): void



Games Frames Trophies

Placeholder

