# Diagrama de clases:

**Ficha:**

* int RADIO
* Ellipse cuerpo
* Ficha (int, int, Color)
* String toString()
* void draw()

**Columna:**

* ArrayList<Celda>
* int qtyCeldas
* int columnaID
* int marcador
* int ANCHO
* Columna(int, int)
* RecibirFicha(Color)
* VaciarColumna().
* String toString()
* void draw()

**Rectangle (library) < Shape**

* Color
* filled
* x
* y
* width
* height
* Rectangle()
* Rectangle(dbl,dbl,dbl,dbl)
* getX()
* getY()
* getHeight()
* getWidth()
* translate()
* grow()
* setColor()
* draw()
* fill()
* toStirng()
* paintShape()

**Color (library):**

* Red
* green
* blue
* Color(int, int, int)
* getRed()
* getBlue()
* getGreen()

**Line (library) < Shape**

* X1
* Y1
* X2
* Y2
* Line(double, double double, double)
* getX()
* getY()
* getHeight()
* getWidth()
* setColor()
* translate()
* grow()
* toStirng()
* draw()
* paintShape()

**Partida:**

* Jugadores (Arreglo).
* TurnoActual.
* Tablero.
* IniciarPartida().
* CerrarPartida().
* EjecutarTurno().
* ReiniciarPartida().
* Desplegar (toString()).
* Desplegar (draw())

**Tablero:**

* Columnas (Arreglo)
* Posición (columna)
* CeldasAncho (int)
* CeldasAltura (int)
* VaciarTablero()
* Desplegar (toString())

**Jugador:**

* Nombre
* ColorFichas
* JugarTurno()
* Desplegar (toString())
* Desplegar (draw())

**Interface: Drawable**

* draw()

**Celda:**

* Rectangle celda
* Ficha ficha
* boolean estáLlena
* int BORDE
* Celda(dbl, dbl, int, int)
* void draw()
* bool recibirFicha(Ficha)
* bool estaLlena()
* String toString()

## Cont…

**Interface: Shape (library)**

* getX()
* getY()
* getHeight()
* getWidth()
* paintShape()

**Picture (library) < Shape**

* image (BufferedImage)
* label (JLabel)
* source (String)
* x (double)
* y (double)
* xGrow (double)
* yGrow (double)
* Picture()
* Picture(double, double)
* Picture(String)
* load(String)
* getX()
* getY()
* getMaxX()
* getMaxY()
* getHeight()
* getWidth()
* pixels()
* getGrayLevels()
* Picture(int[][])
* toString()
* getColorAt(int)
* getColorAt(int, int)
* setColorAt(int, Color)
* setColorAt(int, int, Color)
* translate(double, double)
* grow(double, double)
* draw()
* paintShape()

**Canvas (library)**

* Canvas (static)
* shapes (ArrayList)
* background (buffImage)
* frame (JFrame)
* component (CanvasCmp)
* MIN\_SIZE (int)
* MARGIN (int)
* LOCATION\_OFFSET (int)
* canvasCmp (class)
* Canvas()
* getInstance()
* show()
* repaint()
* pause()
* snapshot()
* saveToDisk()

**CanvasCmp (library) << JComponent**

* paintComponent()
* getPreferredSize()

**Text (library) < Shape**

* color (Color)
* label (JLabel)
* x (double)
* y (double)
* xGrow (double)
* yGrow (double)
* Text (dbl, dbl, String)
* getX()
* getY()
* getHeight()
* getWidth()
* translate()
* grow()
* setColor()
* draw()
* fill()
* toStirng()
* paintShape()

**Ellipse (library) < Shape**

* Color
* filled
* x
* y
* width
* height
* Ellipse()
* Ellipse(dbl,dbl,dbl,dbl)
* getX()
* getY()
* getHeight()
* getWidth()
* translate()
* grow()
* setColor()
* draw()
* fill()
* toStirng()
* paintShape()