

«Main» - Relationship: public class Main - Attributes: public static void flush_terminal() public static void main(String[] args) throws InterruptedException «PrintGame» Package::Board - Relationship: public class PrintGame - Attributes: public void printBoard(Player main, Player support, Board tab) public void prinSet(Sector set, int lin, Player main, int P) public void prinSet(Sector set, int lin, Player main, Player support) public void showPossibleActions(Player p, Sector set) public void printHeader(int turn) public void printTable(Board tabb, Player[] p, int turno) public void printSector(Player p, Sector set) public void printWinMessage()

