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Readme:

Board.java – data model.

BoardUI.java – representation of the model.

Play method:

1. select the cell you want to move.
2. select available direction you want to move.
3. hit the button “Play”.

The button “Play” will show the player who is playing.

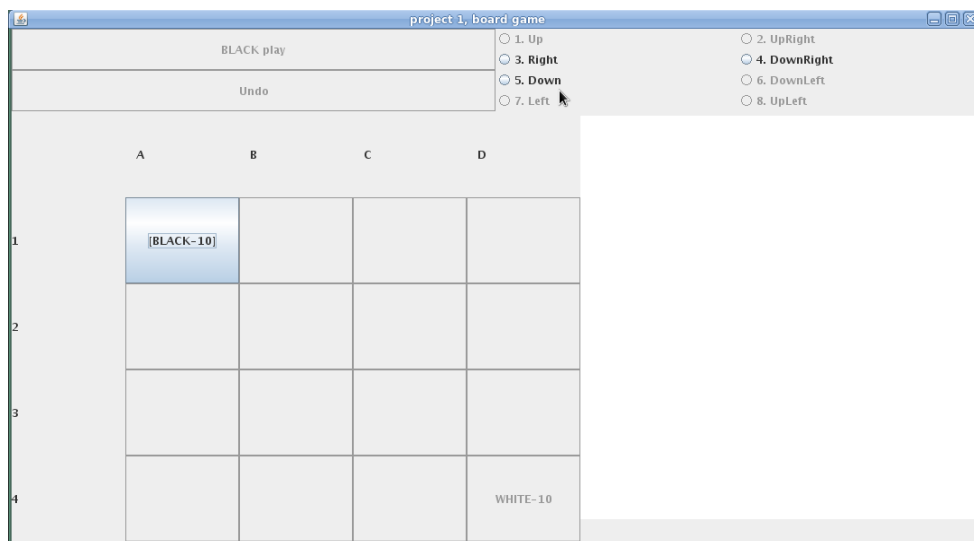
The command lists will show history of all the command for all move.

The button “Undo” to undo.

The program can constrain the range of the cells for select to play's cells.

The program can constrain the range of the directions for select according to the cell that the play want to move.

Start:



Playing:

