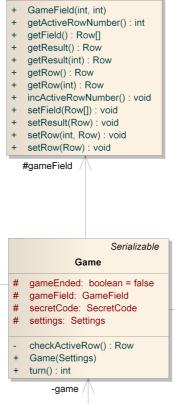
Serializable SecretCode secretCode: Row generateCode(int, int, boolean): void + getCode(): Row SecretCode(int, int, boolean) setCode(Row) : boolean #secretCode

Serializable GameField activeRowNumber: int = 0 gameField: Row ([]) resultField: Row ([]) GameField(int, int) getActiveRowNumber(): int getField(): Row[] getResult(): Row getResult(int): Row getRow(): Row getRow(int) : Row incActiveRowNumber(): void setField(Row[]): void setResult(Row): void setRow(int, Row) : void setRow(Row): void #gameField



ControlInterface + FILE_EXTENSION: String = "mm" {readOnly} game: Game = new Game(new Se...

loaded: boolean = false + getActiveRowNumber(): int + getGameEnded(): boolean + getGameFieldRow(int) : Row getLastResultRow(): Row + getLoaded(): boolean + getResultRow(int) : Row getSecretCode(): Row + getSettingAiMode(): boolean + getSettingColQuant(): int getSettingDoubleCol(): boolean + getSettingMaxTries(): int getSettingWidth(): int load(): void load(String): void newGame(): void save(): void + save(String): void

setSecretCode(Color[]): void setSettingAiMode(boolean): void setSettingColQuant(int): void setSettingDoubleCol(boolean): void setSettingMaxTries(int): void setSettingWidth(int): void

writeToGameField(Color[]): void

turn(): int

Settings aiMode: boolean = false colQuant: int = 6 doubleColors: boolean = true maxTries: int = 8 width: int = 4+ getAiMode(): boolean getColQuant(): int

Serializable

getDoubleCol() : boolean getMaxTries(): int getWidth(): int setAiMode(boolean): void setColQuant(int): void setDoubleCol(boolean): void setMaxTries(int): void setWidth(int): void

#settings /