

+ getNumOfColums () : int + getNumOfRows (): int

~ getCard(int row, int col): Card

~ turnCard(int row, int col, boolean up): void

~ useCards(int row, int col, int row1, int col1): boolean

BoardIterator

+ hasNext(): boolean

SlidingTilesTile

- background : int

+ getBackground(): int

+ getId() : int

+ SlidingTilesTile(int backgroundId)

- id : int

- position : int

+next() : Card

+ getNumCards(): int

+ toString(): String

- background : int

+ Tile(int id, int background)

+ getBackground(): int

~ Tile(background) : void

+ compareTo(Tile) : int

+ getId : int

Game2048Tile

- background : int

- tiles : Tiles[][]

+ getBackground(): int

+ Game2048Tile(int background)

~ numTlles: int

+ iterator() : Iterator<Card>

~ numTlles: int