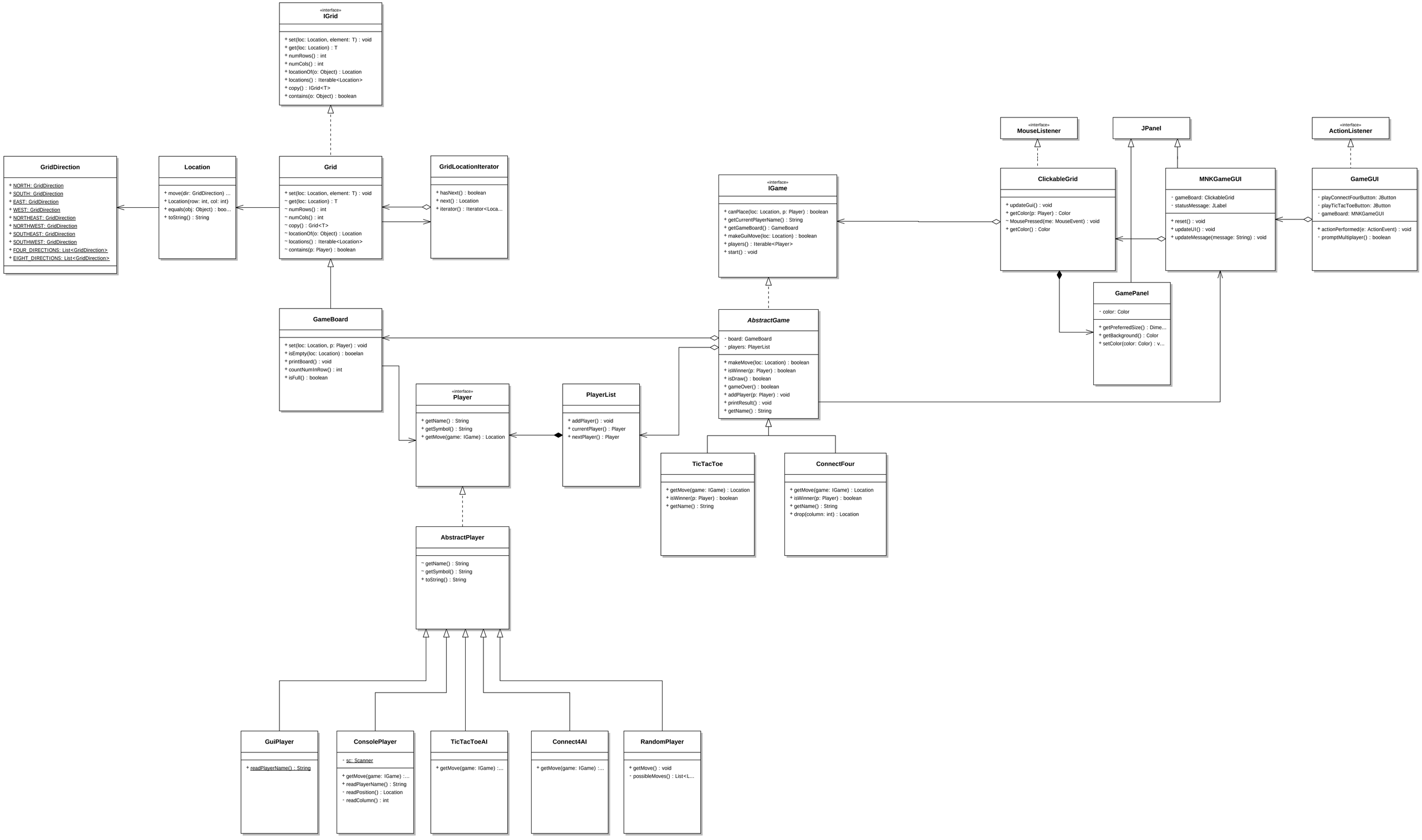
«interface»
IGrid
+ set(loc: Location, element: T) : void
+ get(loc: Location) : T
+ numRows() : int
+ numCols() : int
+ locationOf(o: Object) : Location
+ locations() : Iterable<Location>
+ copy() : IGrid<T>
+ contains(o: Object) : boolean
GridDirection
+ NORTH: GridDirection
+ SOUTH: GridDirection
+ EAST: GridDirection
+ WEST: GridDirection
+ NORTHEAST: GridDirection
+ NORTHWEST: GridDirection
+ SOUTHEAST: GridDirection
+ SOUTHWEST: GridDirection
+ FOUR_DIRECTIONS: List<GridDirection>
+ EIGHT_DIRECTIONS: List<GridDirection>
Location
+ move(dir: GridDirection) ...
+ Location(row: int, col: int)
+ equals(obj: Object) : boo...
+ toString() : String
Grid
+ set(loc: Location, element: T) : void
~ get(loc: Location) : T
~ numRows() : int
~ numCols() : int
~ copy() : Grid<T>
~ locationOf(o: Object) : Location
~ locations() : Iterable<Location>
~ contains(p: Player) : boolean
GridLocationIterator
+ hasNext() : boolean
+ next() : Location
+ iterator() : Iterator<Loca...
«interface»
IGame
+ canPlace(loc: Location, p: Player) : boolean
+ getCurrentPlayerName() : String
+ getGameBoard() : GameBoard
+ makeGuiMove(loc: Location) : boolean
+ players() : Iterable<Player>
+ start() : void
«interface»
MouseListener
JPanel
«interface»
ActionListener
ClickableGrid
+ updateGui() : void
+ getColor(p: Player) : Color
~ MousePressed(me: MouseEvent) : void
+ getColor() : Color
MNKGameGUI
- gameBoard: ClickableGrid
- statusMessage: JLabel
+ reset() : void
+ updateUI() : void
+ updateMessage(message: String) : void
GameGUI
- playConnectFourButton: JButton
- playTicTacToeButton: JButton
- gameBoard: MNKGameGUI
+ actionPerformed(e: ActionEvent) : void
- promptMultiplayer() : boolean
GamePanel
- color: Color
+ getPreferredSize() : Dime...
+ getBackground() : Color
+ setColor(color: Color) : v...
GameBoard
+ set(loc: Location, p: Player) : void
+ isEmpty(loc: Location) : booelan
+ printBoard() : void
+ countNumInRow() : int
+ isFull() : boolean
AbstractGame
- board: GameBoard
- players: PlayerList
+ makeMove(loc: Location) : boolean
+ isWinner(p: Player) : boolean
+ isDraw() : boolean
+ gameOver() : boolean
+ addPlayer(p: Player) : void
+ printResult() : void
+ getName() : String
«interface»
Player
+ getName() : String
+ getSymbol() : String
+ getMove(game: IGame) : Location
PlayerList
+ addPlayer() : void
+ currentPlayer() : Player
+ nextPlayer() : Player
TicTacToe
+ getMove(game: IGame) : Location
+ isWinner(p: Player) : boolean
+ getName() : String
ConnectFour
+ getMove(game: IGame) : Location
+ isWinner(p: Player) : boolean
+ getName() : String
+ drop(column: int) : Location
AbstractPlayer
~ getName() : String
~ getSymbol() : String
+ toString() : String
GuiPlayer
+ readPlayerName() : String
ConsolePlayer
- sc: Scanner
+ getMove(game: IGame) :...
+ readPlayerName() : String
- readPosition() : Location
- readColumn() : int
TicTacToeAI
+ getMove(game: IGame) :...
Connect4AI
+ getMove(game: IGame) :...
RandomPlayer
+ getMove() : void
- possibleMoves() : List<L...