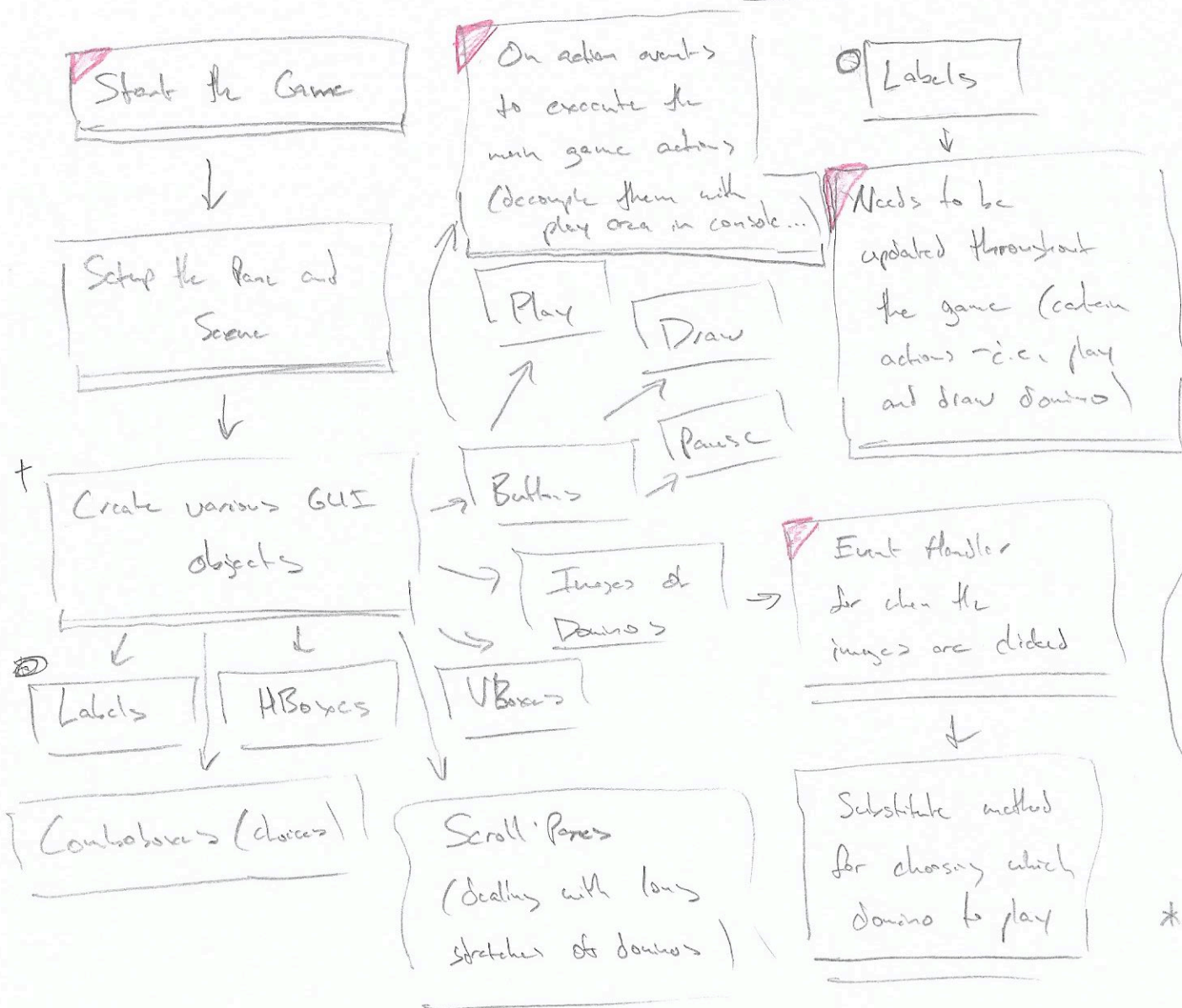


## Dominos - Console Version

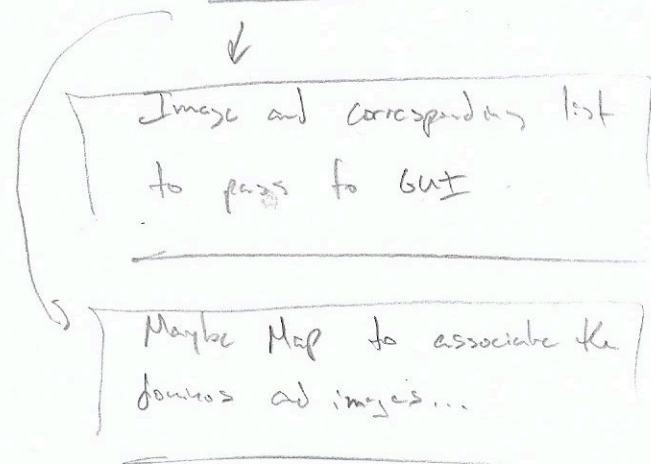


# Dominoes - GUI Version \*



+ A special encapsulating object to hold all the major GUI objects to communicate from GUI to the actual game pieces (i.e. dominoes and players)

\* Dominoes



\* Any similar objects/procedures with the console version will be omitted for space and clarity (different approach/implementation will be noted elsewhere - code itself and README)