ΑI

- + matrixes: Array<Array<Array<Array<double>>>> + gameStateModel: GameStateModel

- + findBestPlay(Array matrixes): void + findBestDiscard(Array matrixes): void + findBestHint(Array matrixes): void + findBestMove(Array matrixes): void + modelChanged(): void + devourStack(LinkedState<dictionary> eventStack): void