

src/Client.java  
src/controller/EventDispatch.java  
src/gui/ColorChooser.java  
src/gui/ColorRow.java  
src/gui/ComputerUI.java  
src/gui/GameUI.java  
src/gui/GenerateCodeUI.java  
src/gui/HumanUI.java  
src/gui/InputUI.java  
src/gui/Marquee.java  
src/gui/MoveViewer.java  
src/gui/MoveView.java  
src/gui/PlayerSelectionListener.java  
src/gui/WaitTimeSelectionDialog.java  
src/model/AIType.java  
src/model/Color.java  
src/model/ComputerDif1.java  
src/model/ComputerDif3.java  
src/model/Computer.java  
src/model/GameModel.java  
src/model/Human.java  
src/model/IPlayer.java  
src/model/Logger.java  
src/model/Move.java  
src/model/MoveStack.java  
src/model/event/AdvanceRequestEvent.java  
src/model/event/ChangePlayerRequestEvent.java  
src/model/event/ModelEvent.java  
src/model/event/NewGameEvent.java  
src/model/event/RedoRequestEvent.java  
src/model/event/SetSecretCodeEvent.java  
src/model/event/UndoRequestEvent.java  
src/model/event/UpdateLoggingStateEvent.java  
src/model/event/UpdateWaitTimeEvent.java