

In system there are 6 main classes:

- model class,
- ui class,
- window class,
- menu class,
- controller class
- command class

### 1. Real world:

In a model class there are

user  
board  
token

these classes are three parts of model to illustrate real world.

players are a part of user class, so user class has one sub-class

player class

### 2. View part

"window class" is used to show things in bash. It has three sub-class

- player\_selection\_window
- = game\_window
- add\_player\_window

"menu class" is list to execute different command. It has two sub

classes

- main\_menu
- demo\_menu

### 3. Controll part

Command class is used to execute different command from Model part and view part

Controller class is used to link view and model to execute corresponding commands.

Structure of class is list in structure.pdf