```
DashBoard
         looser
        _moteurPhy
      # _combo
      # _masterBlob
        _slaveBlob
      #
        _nextMaster
      #
        _nextSlave
      #_grille
      # _next Blobs
      # _it
      # _master
      #
        _slave
      #
        _go
      #_launchCombo
      # posFen
      # _next DarkBlobs
      # _landing
# _newDel
        _newDelay
        _score
      + DashBoard()
      + ~DashBoard()
      + moteurPhy()
      + grille()
      + go()
      + masterPos()
      + slavePos()
      + masterBlob()
      + slaveBlob()
      + nextMaster()
      + nextSlave()
      + setCombo()
      + resetCombo()
      + launchCombo()
      + combo()
      + addDarkBlob()
      + looser()
      + score()
      + think()
              Ai
        + Ai()
         + go()
        + think()
         + next_rand()
         .
+ ~Ai()
                  D
                        Hard
                  lineUp
               #_colMin
               #_debilismeAleatoire
               + Hard()
               + ~Hard()
 Easy
               + think()
               + majLineUp()
               + majLineEmpty()
+ Easy()
               + vertical()
+ think()
               + checkLigne()
               + droite()
               + gauche()
               + verticalBas()
               + verticalHaut()
               + gotocol()
               + easy()
```