```
DashBoard
    looser
  #
    _moteurPhy
  # _combo
  # _masterBlob
  # _slaveBlob
   _nextMaster
  #
  #
   _nextSlave
  #
   _grille
  # _nextBlobs
  # _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()
          Αi
    + Ai()
    + go()
    + think()
    + next
           _rand()
       Ai()
          Δ
        Hard
  lineUp
#
#
  colMin
  debilismeAleatoire
+ Hard()
  ·Hard()
+ think()
 majLineUp()
+ majLineEmpty()
+ vertical()
+ checkLigne()
+ droite()
+ gauche()
  verticalBas()
+ verticalHaut()
+ gotocol()
+ easy()
```