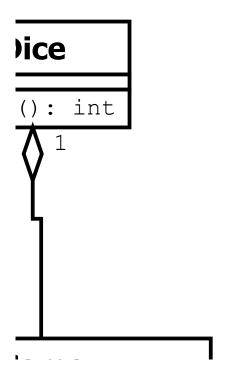


Player

-num: int

-pos: int

+finalPos(char): int



Tablero

-numBox: int

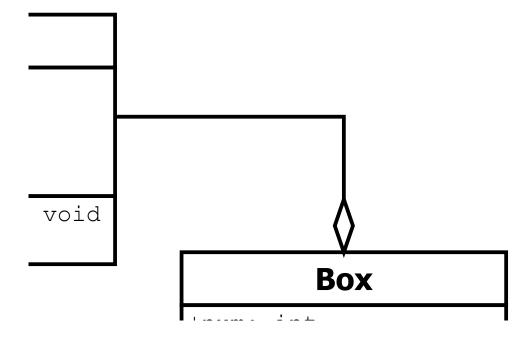
-numS: int

-numL: int

-tablero: Box*

+generarTablero():

+getBox(int): Box*



```
G
+advance(int): int
                                 -numBox: i
+getNum(): int
                                 -numPlay:
+getPos(): int
                                 -limT: int
                                 -numS: int
                                 -numL: int
                                 -pen: int
                                 -rew: int
                                 +getNumbo>
                                 +getNumpla
                                 +getLimt()
                                 +getnumS()
                                 +getnumL()
                                 +getpen():
                                 +getrew():
                                 +start():
```

Manual

+start(): virtual void

iame

Int
int
;

-

<(): int</pre>

ay(): int

: int

: int

: int

: int

: int

virtual void

Snakes

-penalty: int

+move(): virtual int

+getT(): virtual char

Automatico

+start(): virtual voi

