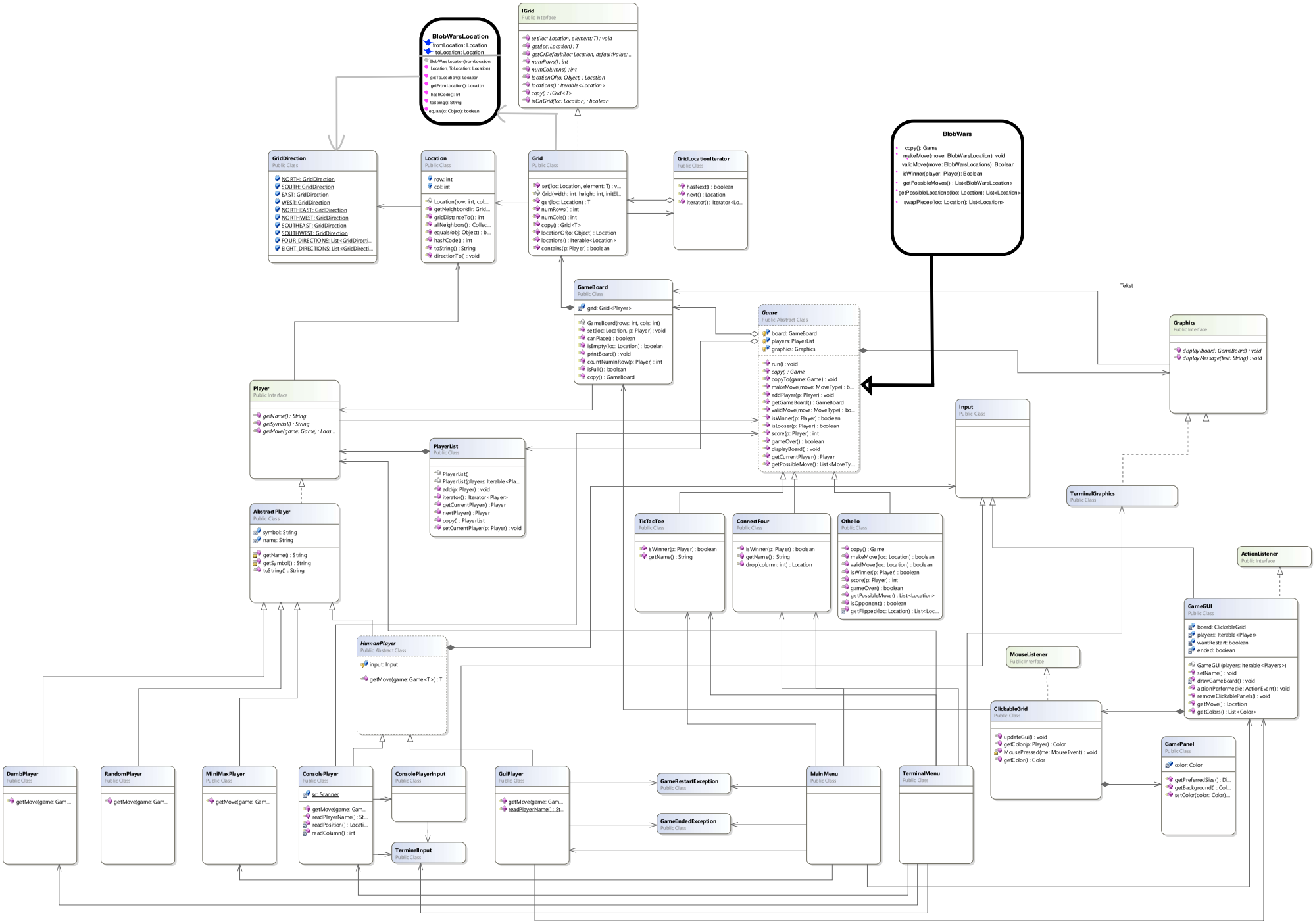
BlobWarsLocation
fromLocation : Location
toLocation : Location
BlobWarsLocation(fromLocation: Location, toLocation: Location)
getToLocation(): Location
getFromLocation(): Location
hashCode(): int
toString(): String
equals(o: Object): boolean
IGrid
Public Interface
set(loc: Location, element: T) : void
get(loc: Location) : T
getOrDefault(loc: Location, defaultValue:...
numRows() : int
numColumns() : int
locationOf(o: Object) : Location
locations() : Iterable<Location>
copy() : IGrid<T>
isOnGrid(loc: Location) : boolean
BlobWars
copy(): Game
makeMove(move: BlobWarsLocation): void
validMove(move: BlobWarsLocations): Boolear
isWinner(player: Player): Boolean
getPossibleMoves() : List<BlobWarsLocation>
getPossibleLocations(loc: Location): List<Location>
swapPieces(loc: Location): List<Location>
GridDirection
Public Class
NORTH: GridDirection
SOUTH: GridDirection
EAST: GridDirection
WEST: GridDirection
NORTHEAST: GridDirection
NORTHWEST: GridDirection
SOUTHEAST: GridDirection
SOUTHWEST: GridDirection
FOUR_DIRECTIONS: List<GridDirecti...
EIGHT_DIRECTIONS: List<GridDirecti...
Location
Public Class
row: int
col: int
Location(row: int, col:...
getNeighbor(dir: Grid...
gridDistanceTo(): int
allNeighbors(): Collec...
equals(obj: Object) : b...
hashCode() : int
toString() : String
directionTo() : void
Grid
Public Class
set(loc: Location, element: T) : v...
Grid(width: int, height: int, initEL...
get(loc: Location) : T
numRows() : int
numCols() : int
copy() : Grid<T>
locationOf(o: Object) : Location
locations() : Iterable<Location>
contains(p: Player) : boolean
GridLocationIterator
Public Class
hasNext() : boolean
next() : Location
iterator() : Iterator<Lo...
GameBoard
Public Class
grid: Grid<Player>
GameBoard(rows: int, cols: int)
set(loc: Location, p: Player) : void
canPlace() : boolean
isEmpty(loc: Location) : booelan
printBoard() : void
countNumInRow(p: Player) : int
isFull() : boolean
copy() : GameBoard
Tekst
Game
Public Abstract Class
board: GameBoard
players: PlayerList
graphics: Graphics
run() : void
copy() : Game
copyTo(game: Game) : void
makeMove(move: MoveType) : b...
addPlayer(p: Player) : void
getGameBoard() : GameBoard
validMove(move: MoveType) : bo...
isWinner(p: Player) : boolean
isLooser(p: Player) : boolean
score(p: Player) : int
gameOver() : boolean
displayBoard() : void
getCurrentPlayer() : Player
getPossibleMove() : List<MoveTy...
Graphics
Public Interface
display(board: GameBoard) : void
displayMessage(text: String) : void
Player
Public Interface
getName() : String
getSymbol() : String
getMove(game: Game) : Loca...
PlayerList
Public Class
PlayerList()
PlayerList(players: Iterable<Pla...
add(p: Player) : void
iterator() : Iterator<Player>
getCurrentPlayer() : Player
nextPlayer() : Player
copy() : PlayerList
setCurrentPlayer(p: Player) : void
Input
Public Class
TerminalGraphics
Public Class
AbstractPlayer
Public Class
symbol: String
name: String
getName() : String
getSymbol() : String
toString() : String
TicTacToe
Public Class
isWinner(p: Player) : boolean
getName() : String
ConnectFour
Public Class
isWinner(p: Player) : boolean
getName() : String
drop(column: int) : Location
Othello
Public Class
copy() : Game
makeMove(loc: Location) : boolean
validMove(loc: Location) : boolean
isWinner(p: Player) : boolean
score(p: Player) : int
gameOver() : boolean
getPossibleMove() : List<Location>
isOpponent() : boolean
getFlipped(loc: Location) : List<Loc...
ActionListener
Public Interface
GameGUI
Public Class
board: ClickableGrid
players: Iterable<Player>
wantRestart: boolean
ended: boolean
GameGUI(players: Iterable<Players>)
setName() : void
drawGameBoard() : void
actionPerformed(e: ActionEvent) : void
removeClickablePanels() : void
getMove() : Location
getColors() : List<Color>
HumanPlayer
Public Abstract Class
input: Input
getMove(game: Game<T>) : T
MouseListener
Public Interface
ClickableGrid
Public Class
updateGui() : void
getColor(p: Player) : Color
mousePressed(me: MouseEvent) : void
getColor() : Color
GamePanel
Public Class
color: Color
getPreferredSize() : Di...
getBackground() : Col...
setColor(color: Color)...
DumbPlayer
Public Class
getMove(game: Gam...
RandomPlayer
Public Class
getMove(game: Gam...
MiniMaxPlayer
Public Class
getMove(game: Gam...
ConsolePlayer
Public Class
sc: Scanner
getMove(game: Gam...
readPlayerName() : St...
readPosition() : Locati...
readColumn() : int
ConsolePlayerInput
Public Class
TerminalInput
Public Class
GuiPlayer
Public Class
getMove(game: Gam...
readPlayerName() : St...
GameRestartException
Public Class
GameEndedException
Public Class
MainMenu
Public Class
TerminalMenu
Public Class