

CReversiBoard

- m_curPlayer : ~~int~~ eStates
- m_wScore : int
- m_bScore : int
- m_row : int
- m_col : int
- m_pBoard : eStates**

+ CReversiBoard()

+ ~CReversiBoard()

+ play() : void

+ isGameOver : ~~bool~~ int

- isOutOfBounds(~~int row~~, row : int, col : int) : bool

- isLegalMove() : bool

- checkNeighbors() : void

- setPiece() : void

- flip() : void

- switchPlayers() : void

- resetBoard() : void

<<ENUM>>

eStates

EMPTY : int

WHITE : int

BLACK : int

POSSIBLE : int

CReversiConsoleView

- m_pBoard : eStates**

+ CReversiConsoleView(board : eStates**)

+ ~CReversiConsoleView()

+ print(playerStr : std::string, wScore : int, bScore : int) : void