Class Diagram1

Menue

-bg : Image
-size : Dimension
-mainMenueWindow : WindowModel
-newGameWindow : WindowModel
-nextWindow : WindowModel
-highscoreWindow : WindowModel
-isComputerRB : JRadioButton
-twoPlayerRB : JRadioButton
-newNameRB1 : JRadioButton
-savedNameRB1 : JRadioButton
-newNameRB2 : JRadioButton
-savedNameRB2 : JRadioButton
-themeRB1 : JRadioButton
-themeRB2 : JRadioButton
-themeRB3 : JRadioButton
-textName1 : JTextField
-textName2 : JTextField
-selectList1 : JComboBox
-selectList2 : JComboBox
-playerList : ArrayList<Player>
-saveObject : SaveObject
-player1 : Player
-player2 : Player
-isComputer : boolean = false
-themeChoice : int

+Menue(saveObject : SaveObject)
+loadMainMenue() : void
+newGameMenue() : void
+newGameMenueNEXT() : void
+modifyButton(button : JButton, picNormal : string, picRoll : string) : void
+startGame() : void
+getPlayer(value : int) : Player
+showHighscore() : void
+checkNames(name : string) : boolean
+paint(g : Graphics) : void
+showWarningPlayerExists(warning : string) : void
+getComputerPlayer() : Player
+readPlayerFromGui(value : int) : Player

GameController

-gameField : GameField
-firstPlayer : Player
-secondPlayer : Player
-currentPlayer : Player
-countGameEnd : int
-saveObject : SaveObject
-playerPool : Playerpool
-highscore : Highscore
-list : LInkedList <Card>
-pcChoiceList : ArrayList<Integer>
-isComputer : boolean

+GameController(gameField : GameField, layout : GameLayout, saveObject : SaveObject, inputData : InputData)
+playGame()
+twoClicked() : boolean
+compareCards() : boolean
+switchPlayer(currentPlayer : Player) : Player
+gameEnd() : boolean
+checkWinner() : Player
+update(o : Observable, arg : Object) : void
+computerMove() : void
+checkIndex(randLong1 : int, randLong2 : int) : boolean
+editPcChoiceList() : void

GameLayout

-gameField : JPanel
-dates : JPanel
-top : JPanel
-bottom : JPanel
-center : JPanel
-wModel : WindowModel
-image : Image
-points1 : JLabel
-points2 : JLabel
-points1Num : JLabel
-points2Num : JLabel
-l1 : JLabel
-l2 : JLabel
-player1 : Player
-player2 : Player

+GameLayout(wModel : WindowModel, player1 : Player, player2 : Player)
+createLayout()
+addButton(button : Button) : void
+update(o : Observable, arg : Object) : void