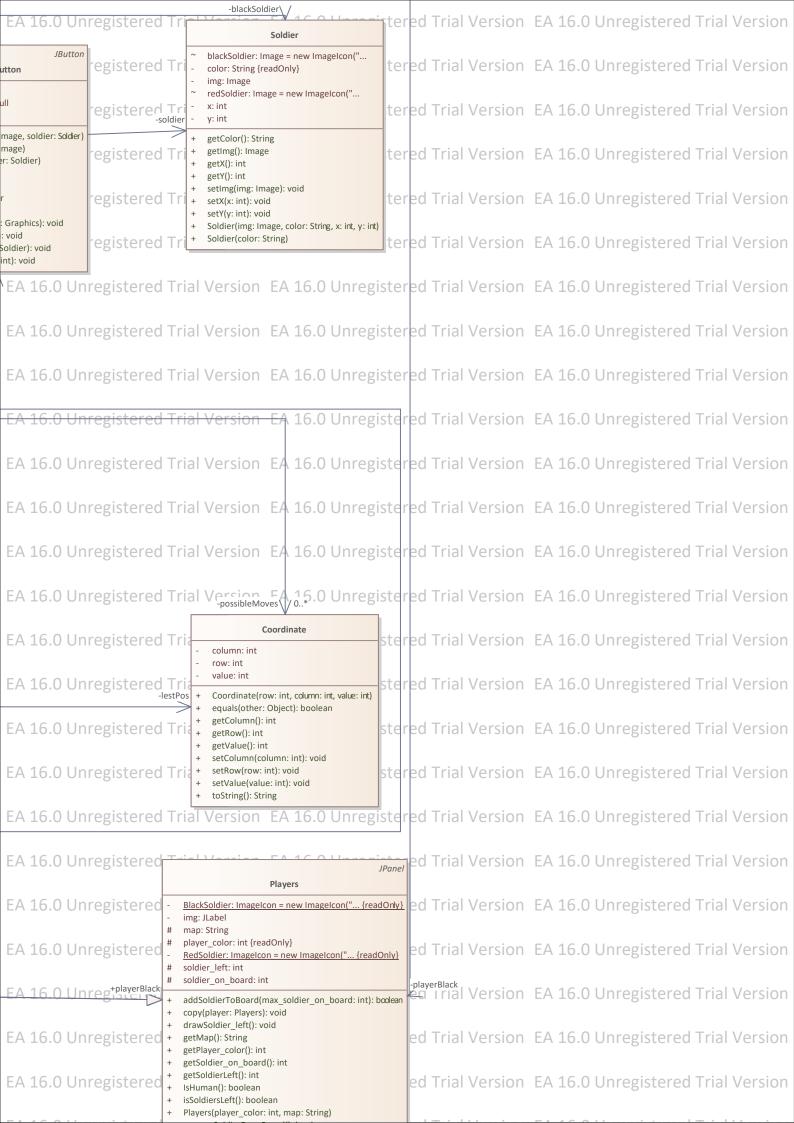


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EA 16.0 Unregister	ed Trial Version EA 16.0 Unregistered Trial Vers	sion	EA 16.0	Unregis	tered	Game
EA 16.0 Unregister	ed Trial Version EA 16.0 Unregistered Trial Vers	sion	EA 16.0	Unregis	stered	- soldier: Soldier = - weight: int = 0
FA 16 O Unregister	ed Trial Version EA 16.0 Unregistered Trial Vers	sion	FA 16 0	Unregis	-gBoard	+ GameButton(img
L/( 10.0 0111 cg/3tc/		_	L/\ 10.0	01110813	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	+ GameButton(solo
EA 16.0 Unregister	SoldierMoves - allySoldier: List <coordinate></coordinate>	ion	EA 16.0	Unregis	stered	+ getImg(): Image + getSoldier(): Sold + getWeight(): int
EA 16.0 Unregister	- coordinatesOfEnemvSoldiercanNotEat: List <coordinate></coordinate>	ion	EA 16.0	Unregis	stered	+ paintComponent + setImg(img: Imag + setSoldier(soldier + setWeight(weight
EA 16.0 Unregister		ion	EA 16.0	Unregis	tered	Trial Ve <sup>-gBoard</sup>
EA 16.0 Unregister	<ul> <li>opponent_color: int</li> <li>player_color: int</li> <li>possibleEatMoves: List<coordinate[]></coordinate[]></li> <li>possibleMoves: List<coordinate></coordinate></li> </ul>	ion	EA 16.0	Unregis	stered	Trial Version
EA 16.0 Unregister	- right: Coordinate - soldierCoordinate: Coordinate - twoDown: Coordinate ([])	ion	EA 16.0	Unregis	tered	Trial Versior
EA 16.0 Unregister	- twoLeft: Coordinate ([]) - twoRight: Coordinate ([]) - twoUp: Coordinate ([]) - up: Coordinate	ion	EA 16.0	Unregis	tered	Trial Versior
EA 16.0 Unregister	+ findAllySoldier(): void + findCoordinatesOfEnemySoldiercanNotEat(): void + findMoveNotSafe(): void	ion	EA 16.0	Unregis	tered	Trial Version
EA 16.0 Unregister	+ findPossibleEatMoves(): void + findPossibleMoves(): void + getAllySoldier(): List <coordinate> + getCoordinatesOfEnemySoldier(): List<coordinate></coordinate></coordinate>	ion	EA 16.0	Unregis	stered	Trial Version
EA 16.0 Unregister	<ul> <li>+ getPossibleEatMoves(): List<coordinate[]></coordinate[]></li> <li>+ getPossibleMoves(): List<coordinate></coordinate></li> <li>+ getSoldierCoordinate(): Coordinate</li> </ul>	ion	EA 16.0	Unregis	tered	Trial Version
EA 16.0 Unregister	+ isSoldierNotInDanger(): boolean + isSoldierStuck(): boolean + scannMap(): void + SoldierMoves( Board: int[][], gBoard: GameButton[][], soldierCoordinate: Coordinate)	ion	EA 16.0	Unregis	tered	Trial Version
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- depth: int = 3 - difficulty: int - enamy: Computer - gBoard: GameButton ([][])					stered	Trial Version
E A - isSoldierNotLeftFirstTime: int - IBoard: int ([][]) - lestPos: Coordinate = null					stered	Trial Version
- soldierMovesStack: Stack <soldiermoves></soldiermoves>					stered	Trial Version
- addNewSolid(): int[] + Computer(player_color: int, map: String, difficulty: int) + copy(computer: Computer): void + copyBoard(board: int[][], newBoard: int[][]): void						Trial Version
+ copyGBoard(gBoard: GameButton[II], newGBoard: GameButton[III]); void						Trial Version
E / - findBestMove(soldierMovesStack: Stack <soldiermoves>): SoldierMoves - findMostWeightBlock(): int[] + getDifficulty(): int</soldiermoves>						Trial Version
+ getGBoard(): GameButton[] + getIsSoldierNotLeftFirstTime(): int + getLboard(): int[] + getSoldierMovesStack(): Stack <soldiermoves></soldiermoves>					stered	Trial Version
						Trial Versior



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- popRandom(stack: Stack <soldiermoves>): void</soldiermoves>	on[][], enamy: Computer): int[] nate, eat: Coordinate, soldierCoordinates: Coordinate, IBoard: int[][], g	
EA - printTest(test: int[]): void + setBoard(board: int[][): void + setGBoard(gBoard: GameButton[][]): void		istered Trial Version
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