









Registered Trial Version

```
+ removeSoldierFromBoard(): boolean  
+ removeSoldierFromStack(): boolean
```

*ActionListener*

**QueahBoard::AL**

```
- column: int  
- isSoldiersEaten: boolean = false  
- previsButtonPressed: boolean = false  
- previsColumn: int  
- previsRow: int  
- row: int  
  
+ actionPerformed(e: ActionEvent): void  
+ addSoldierToBoard(): void  
+ AL(row: int, column: int)  
- ComputerMove(isEaten: boolean): void  
- HumanMove(): void  
+ moveSoldier(): void  
+ removeSoldier(row: int, column: int): void  
+ victory(player: int): void
```