

**<< interfaccia >>
BubblesGrid**

+ getBubbles(): Collection<Bubbles>
+ getLastRowY(): double
+ addBubble(Bubble b);
+ removeBubble(Position p);
+ isBubbleAttachable(Bubble b): boolean;
+ moveBubblesDown(int rows);
+ checkForUnconnectedBubbles():
Collection<Bubble>;
+ removeBubblesCascading(Position p);
+ removeUnconnectedBubbles();
+ getSameColorNeighbors(Bubble b):
Collection<Bubbles>;
+endReached() : boolean;

<<Classe>>

BubblesGridImpl

<<Classe>>

SquareBubblesGrid