Chips Challenge UML

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Main.java extends application

void startGame(Scene scene)
void start(Stage)
main(string[] args)

CCcontroller.java

public Cccontroller(int[][] map)
moveEvent(KeyEvent ke)

CCModel extends Observable

public CCModel()
int[] getPosition()
int getKeys()
void setPosition()
void addKey()
void attachView()

ChipGrid implements Observer

public ChipGrid()
Node getView()
void update()

MapDisplay,java

void setBlocks()
void drawMap()
int getCell()
int[][] getMap()