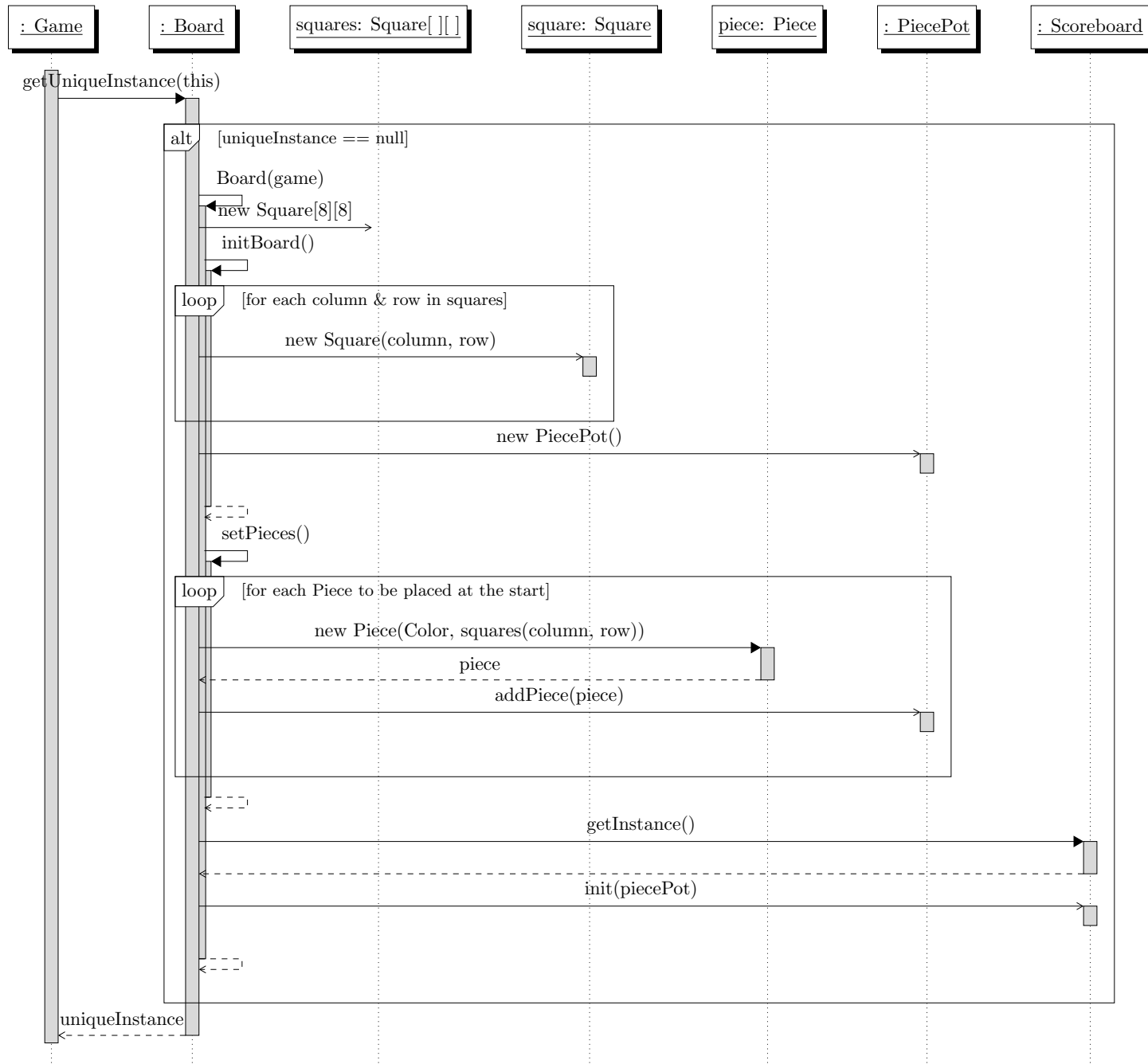


Software construction

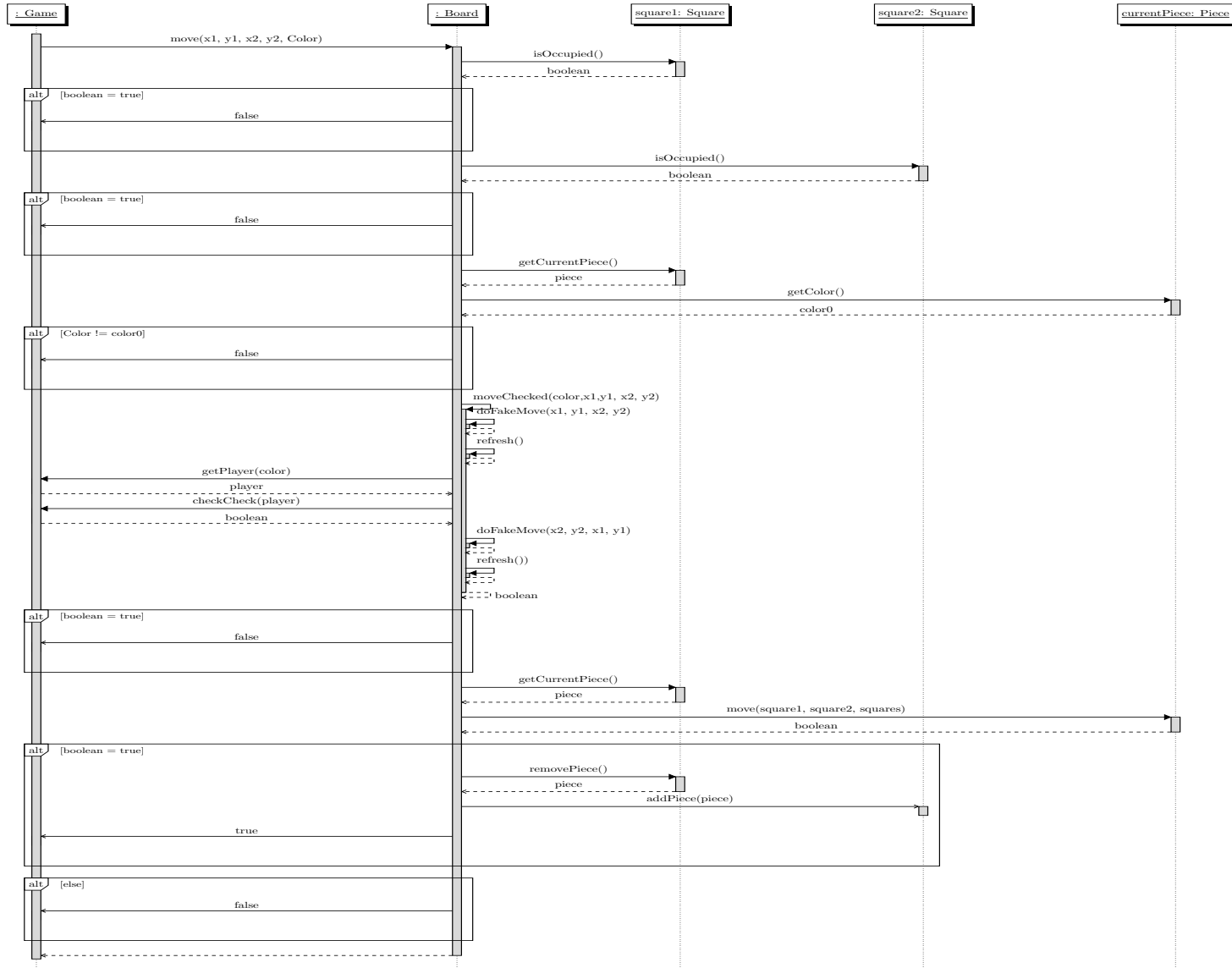
Assignment 3 - Task 2

November 8, 2019

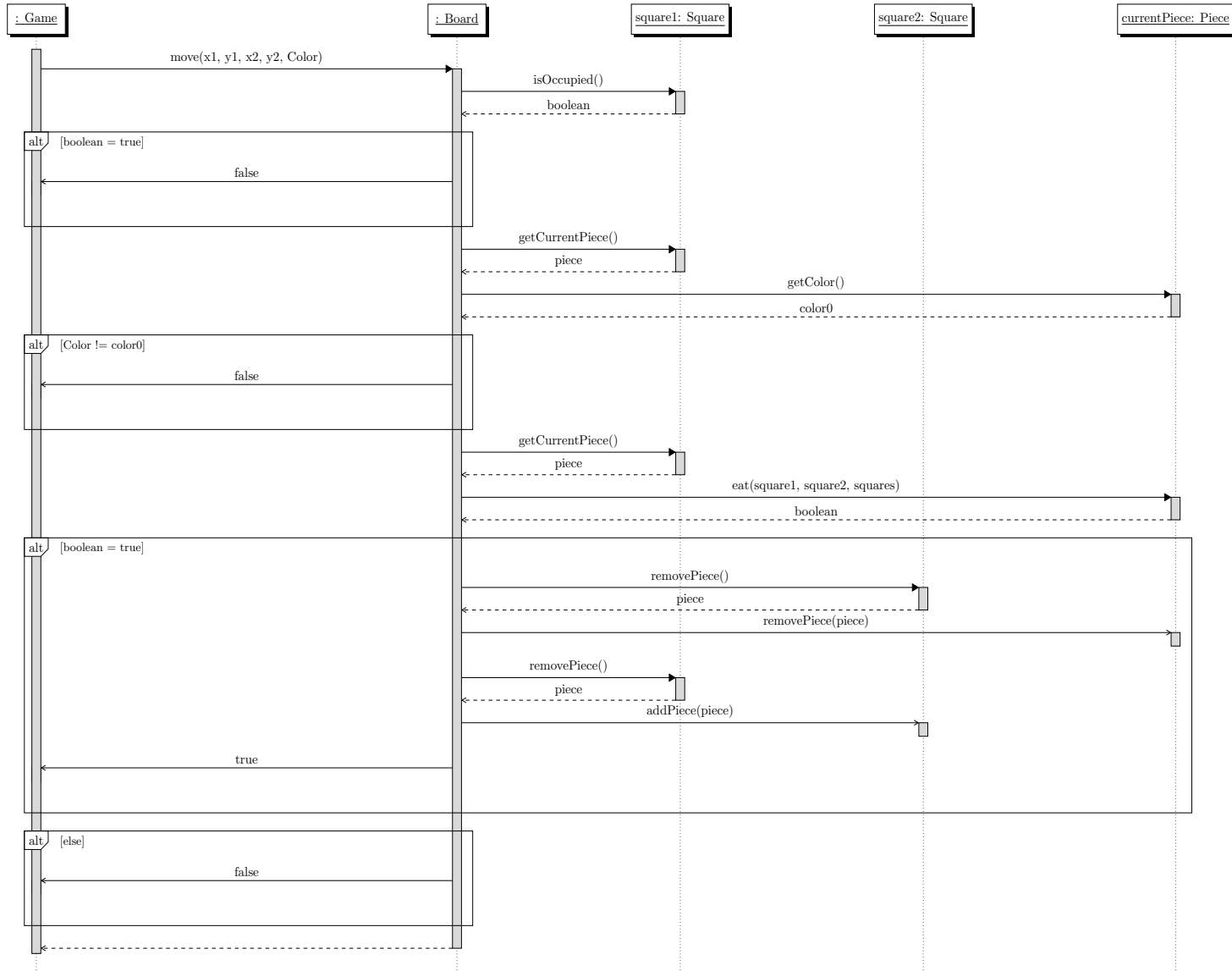
1 Board.getUniqueInstance(this)



2 Board.move(x1, y1, x2, y2, Color)



3 Board.eat(x1, y1, x2, y2, Color)



4 Board.refresh()

