RESTART_GAME+

feature

redo

undo

ETF_MODEL

create {**ETF_MODEL_ACCESS**}
make

feature -- model attributes

board: **ARRAY2** [**INTEGER_32**]

i: **INTEGER_32**

message: **STRING_8**

next: **LINKED_STACK** [**COMMAND**]

prev: **LINKED_STACK** [**COMMAND**]

s: **STRING_8**

start: **BOOLEAN**

feature -- model operations

do_restart

game_over: **BOOLEAN**

num_exist_box (num: **INTEGER_32**; row: **INTEGER_32**; col: **INTEGER_32**): **BOOLEAN**

num_exist_col (num: **INTEGER_32**; col: **INTEGER_32**): **BOOLEAN**

num_exist_row (num: **INTEGER_32**; row: **INTEGER_32**): **BOOLEAN**

redo

reset
-- Reset model state.

restart

set_board (num: **INTEGER_32**; row: **INTEGER_32**; col: **INTEGER_32**)

set_message_error (error: **STRING_8**)

set_message_state

set_start

set_val_start (value: **BOOLEAN**)

undo

undo_restart (b: **ARRAY2** [**INTEGER_32**]; st: **BOOLEAN**)
feature -- queries

out: **STRING_8**
-- New string containing terse printable representation
-- of current object

COMMAND *

feature

redo

undo

START_GAME +

feature

redo

undo

RESTART_GAME +

feature

redo

undo

SET_NUMBER +

feature

redo

undo

PUT_NUMBER +

feature

redo

undo

M

ETF_MODEL_ACCESS

create
default_create

feature

M: **ETF_MODEL**
invariant
M = M