Application

Game

-board: Connect4Board

-player1: HumanPlayer

-player\_H: HumanPlayer

-player\_C: ComputerPlayer

+ play():

Connect4GUI

-gameBoard: Connect4Board

-player1: HumanPlayer

-player\_H: HumanPlayer

-player\_C: ComputerPlayer

-player2Identity: int

-playerTurnIdentity: int

+displayGrid():

+start(primaryStage: Stage):

HandleColumnButtonClick

-columnSelected: int

-playerToken: char

+handle(event: ActionEvent)

HandleMenuButtonClick

+handle(event: ActionEvent)

Connect4Board

-grid: char[][]

+isValid(moveCol: int): boolean

+getCurrentBoard(): char[][]

+print():

+resetBoard():

+hasWon(token: char): boolean

+isFull(): Boolean

+findRow(colOfMove: int): int

+updateBoard(token: char, colOfMove: int)

+resetPiece(colOfMove):

HumanPlayer

-name: String

-highscore: int

-score: int

+setName(newName: String): void

+getName(): String

+getScore(): int

+incrementScore(): void

+resetScore(): void

+getHighscore(): int

+loadHighscore():

+saveHighscore():

+resetHighscore():

+getMove(): int

Player

-token: char

+setToken(newToken: char)

+getToken(): char

ComputerPlayer

-difficulty: int

+getMove(currentBoard:char[][]): int