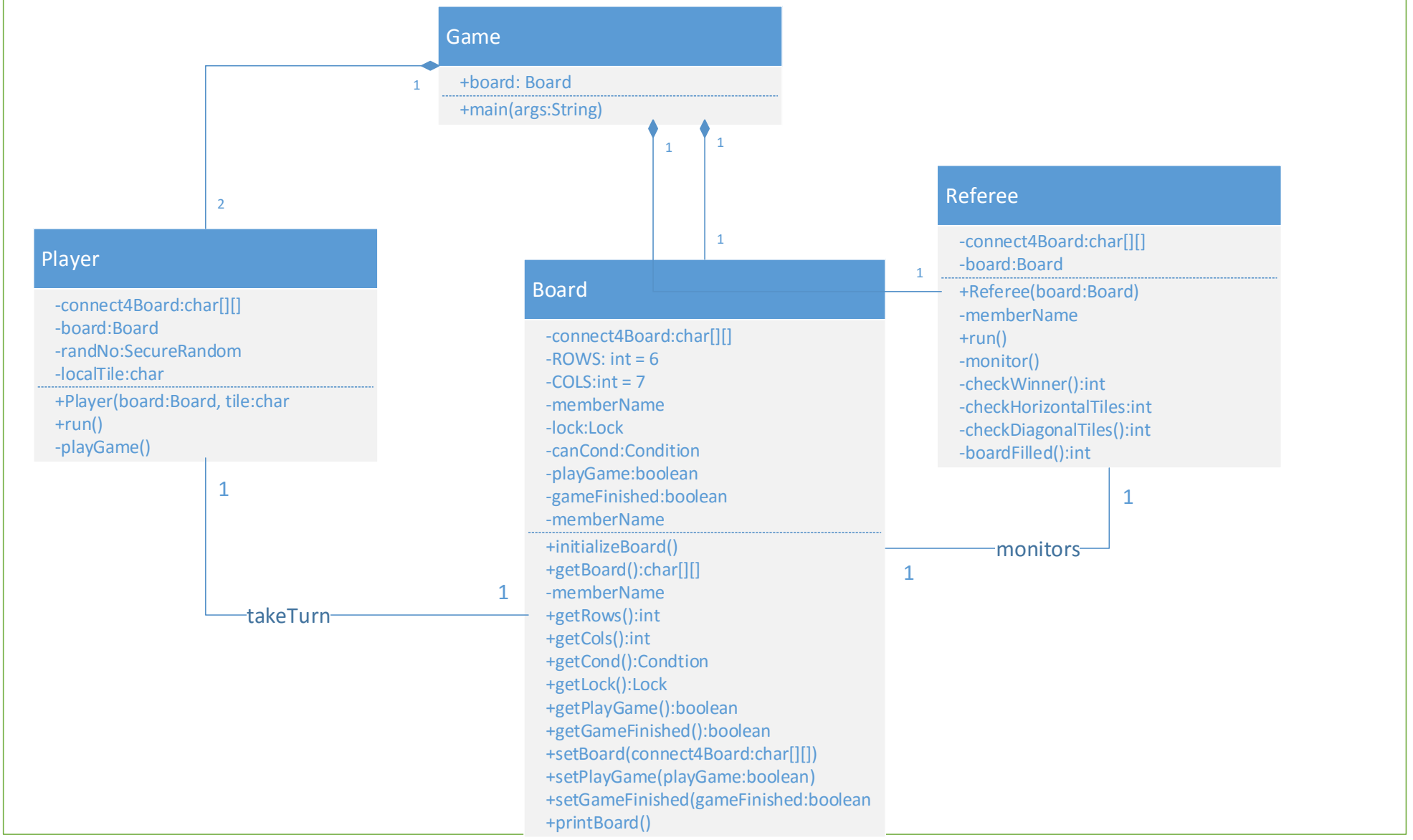
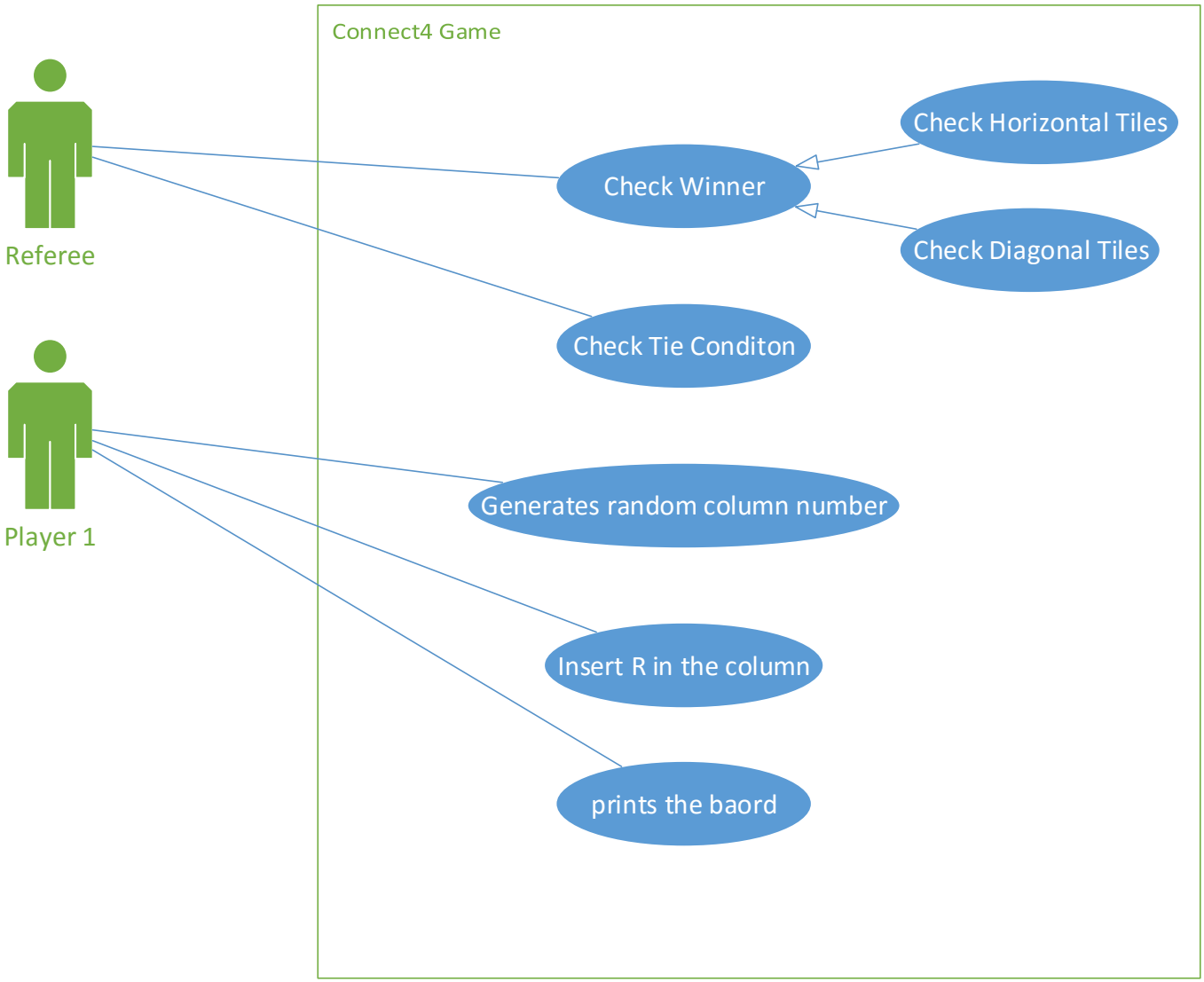
Class Diagram

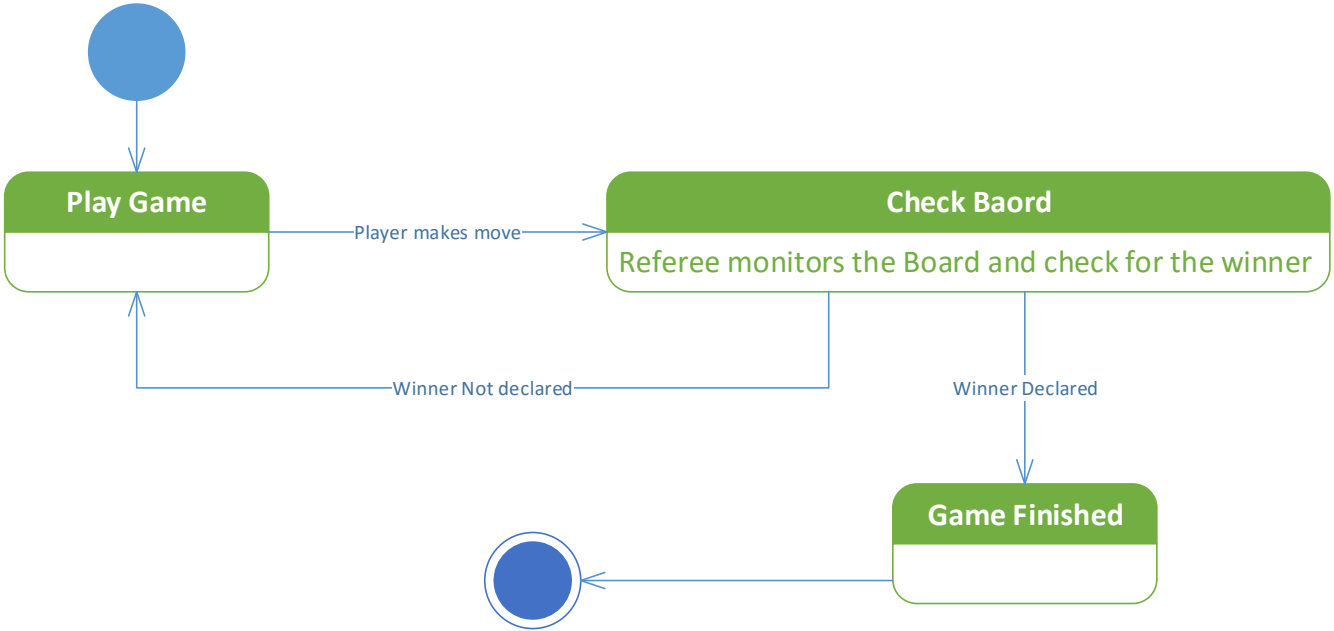
assignment_4



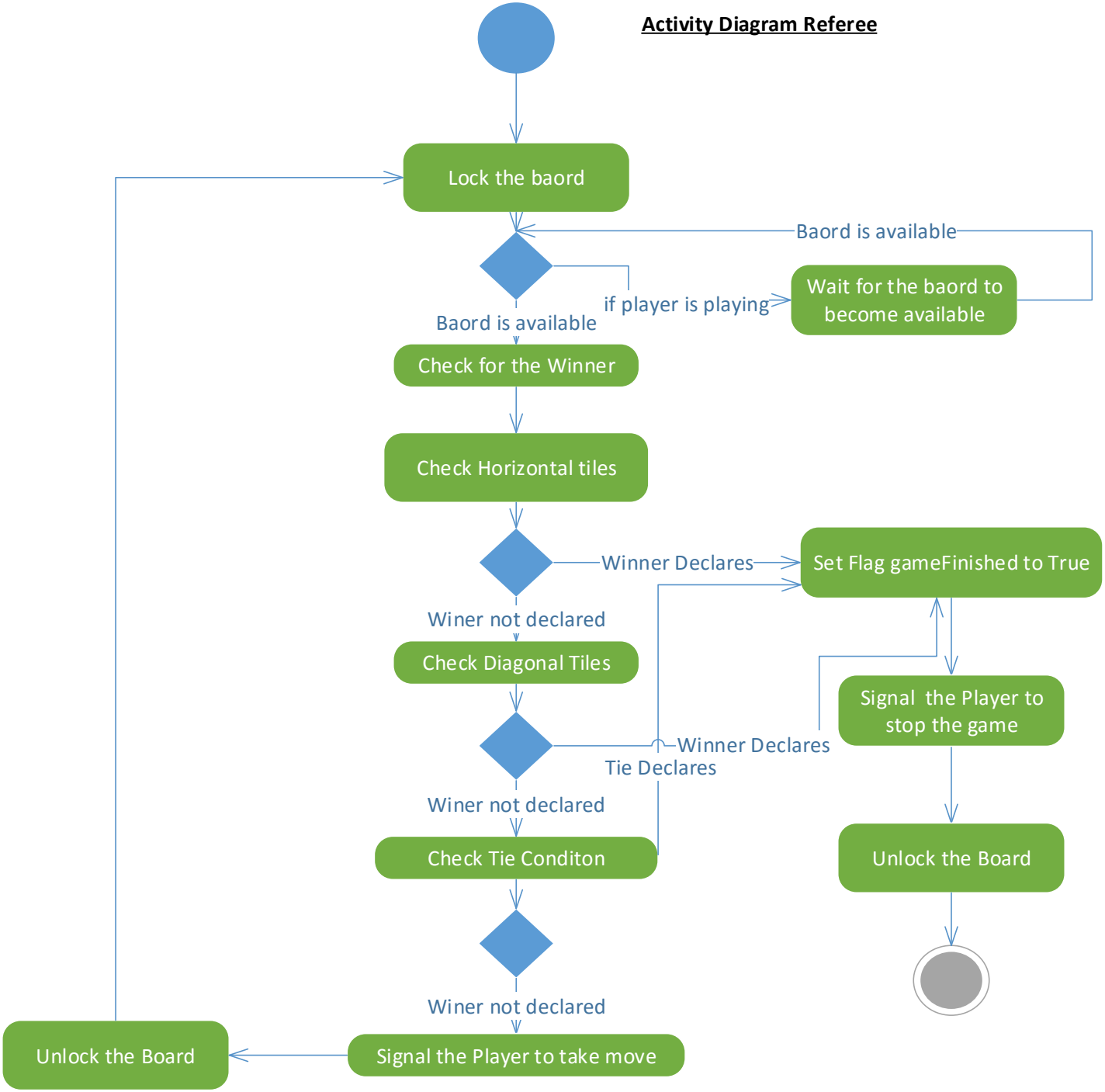
Use Case Diagram

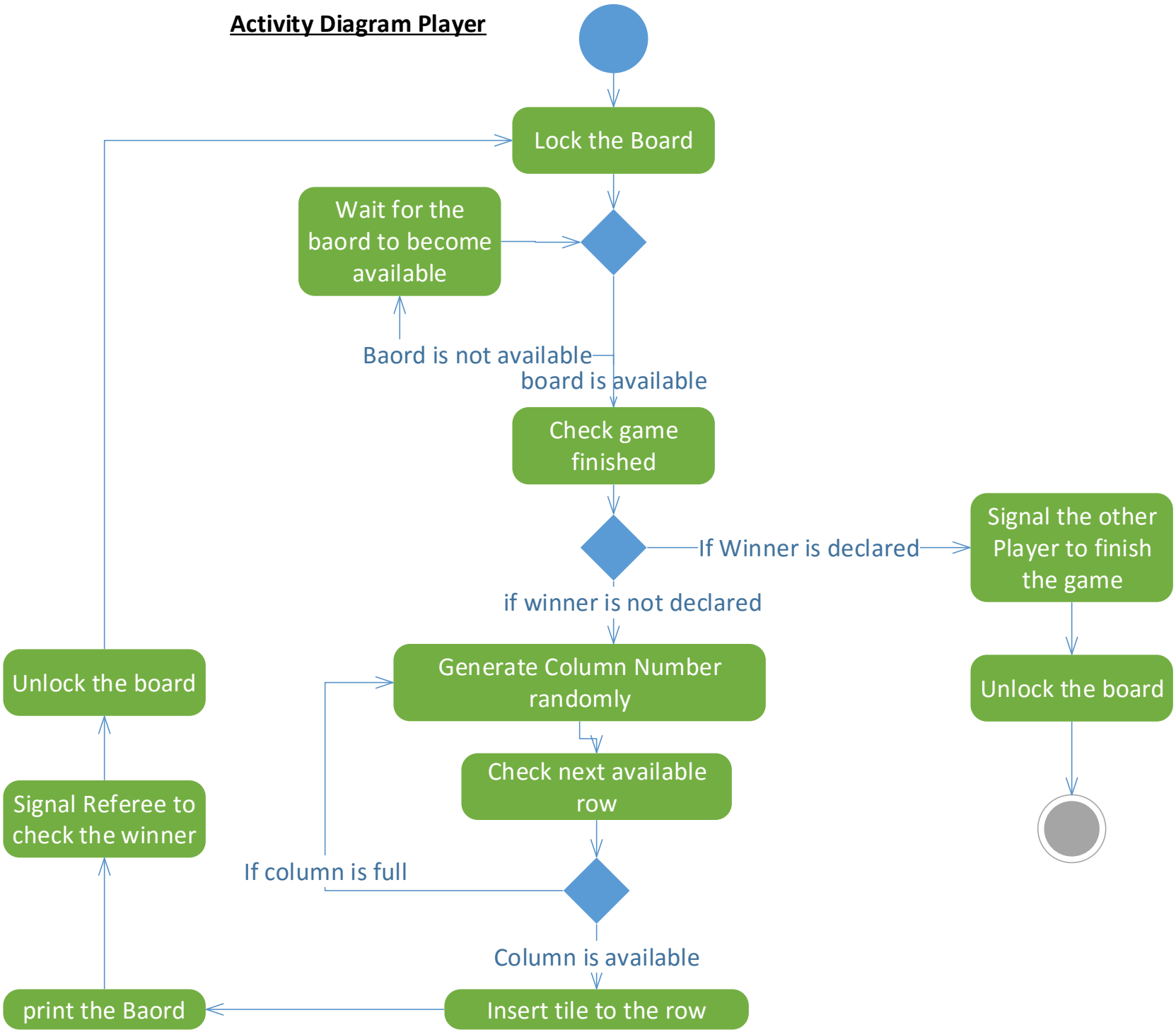


State Machine Diagram



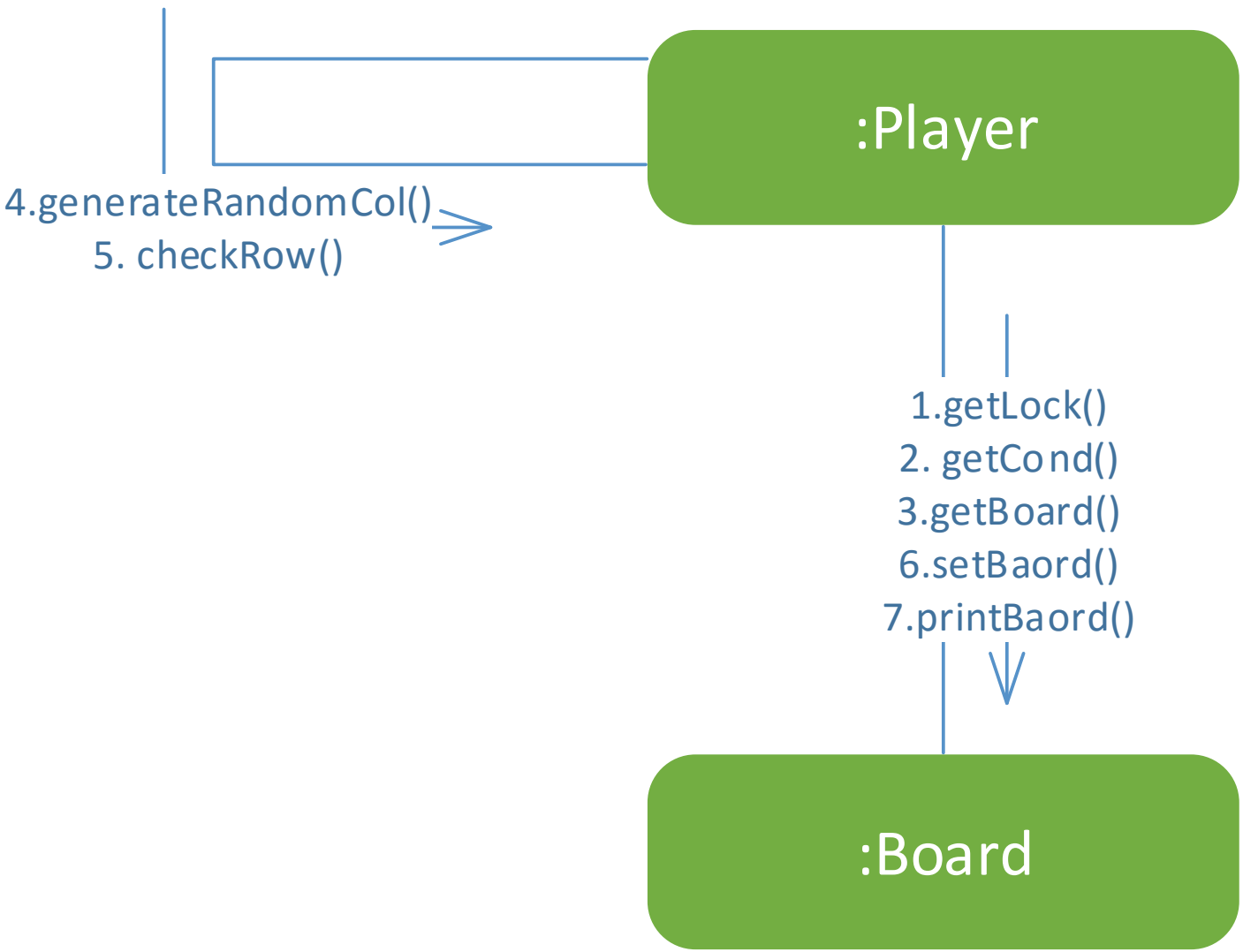
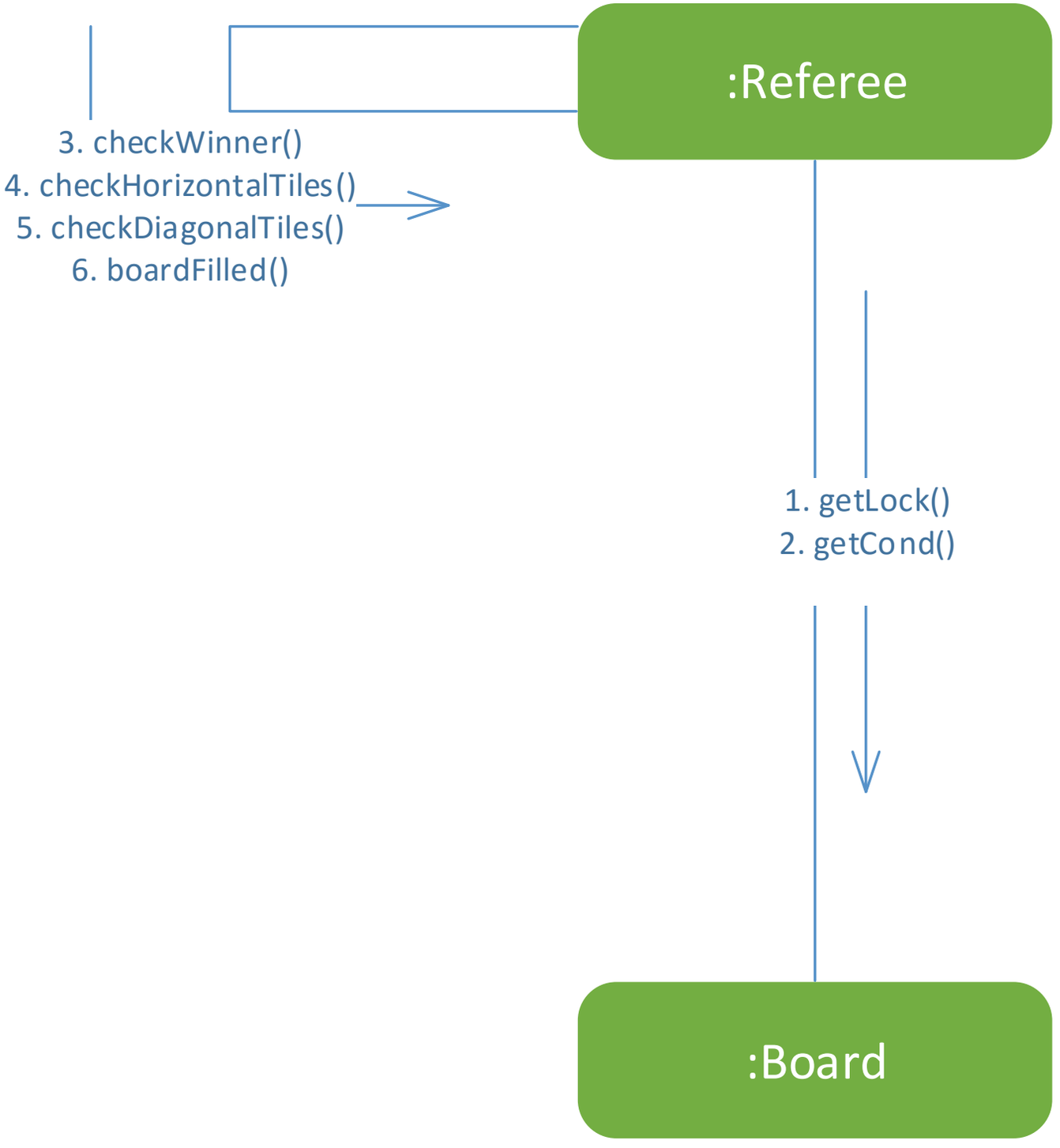
Activity Diagram Referee




Activity Diagram Player
Lock the Board
Wait for the baord to become available
Baord is not available
board is available
Check game finished
If Winner is declared
Signal the other Player to finish the game
Unlock the board
if winner is not declared
Generate Column Number randomly
Check next available row
If column is full
Column is available
Insert tile to the row
print the Baord
Signal Referee to check the winner
Unlock the board

Sequence Diagram

Collaboration Diagram
Player



Collaboration Diagram
Referee