

- allPits: List<Pits>

+ Getter and Setter for allPits

+ getPit(int id): Pit

Pit - id: int - owner: Player - pitType: PitType - numberOfStones: int + Getters and Setters for each attributes + incrementStoneCountBy(int count)

+ decrementStoneCountBy(int count)

Player - id: PlayerID - homeID: int + Override equals(): boolean

- currentPlayer: Player - selectedPit: Pit + isValid(): boolean

<<Enumerate>> PitType

PLAYGROUND HOME

<<Enumerate>> PlayerID PLAYER 1 PLAYER_2 NONE