ScreenBuffer
-rowCnt: int -colCnt: int -fillChar: char -screen: char[][]
+ScreenBuffer(rowCnt:int, colCnt:int, fillChar:int) +clear(): void +getRowCnt: int +getColCnt: int +isValidPosition(row:int, col:int):boolean +getPos(row:int, col:int):char +setPos(row:int, col:int, c:char):boolean +toString():String +getDisplayString():String