

# Board Reference Sheet

Constructor Summary	
<code>Board(int cols)</code>	The constructor to build a one-dimensional board: One row and N columns. Columns start from 0.
<code>Board(int rows, int cols)</code>	The constructor to build a two-dimensional board. Rows and columns start from 0.

Method Summary	
<code>void displayMessage(String theMessage)</code>	Sets the message to be displayed under the board.
<code>void drawLine(int row1, int col1, int row2, int col2)</code>	Draws a line on the board using the given co-ordinates as endpoints.
<code>Coordinate getClick()</code>	Accepts input from the user when they click on a board position.
<code>int getColumns()</code>	Returns the number of columns of the board.
<code>int getPosition()</code>	Like getClick(), but for one-dimensional boards.
<code>int getRows()</code>	Returns the number of rows of the board.
<code>void putPeg(String theColour, int col)</code>	Places a coloured game piece in the designated square on the board (used in one-dimensional boards).
<code>void putPeg(String theColour, int row, int col)</code>	Places a coloured game piece in the designated square on the 2-D board.
<code>void removeLine(int row1, int col1, int row2, int col2)</code>	Removes a line, if one exists, using the given co-ordinates as endpoints
<code>void removePeg(int col)</code>	Removes any game piece on the designated square of the 1-D board, if one exists.
<code>void removePeg(int row, int col)</code>	Removes any game piece on the designated square of the 2-D board, if one exists.

## Coordinate Class

Method Summary	
<code>int getCol()</code>	Returns the coordinate's column value.
<code>int getRow()</code>	Returns the coordinate's row value.

**Presentation slides, starter files, sample questions and solutions (possibly password protected) can be found at:**

**<http://www.cs.uwaterloo.ca/~tmjvasig/cascon07>**