

Objects

- **CLI** (Game.java) - the command-line version of the game. It is primarily built around a while loop which handles dealing with the player move. It has instances of board and boneyard, and the player and computer are created off of the boneyard instance.
- **GUI** (GUI.java) - the version of the game with a GUI, as the name suggests. The majority of the functionality is in the EventHandler on the Place button and the Boneyard button. It also has instances of boneyard and board, as well as a player and computer made from the boneyard.
- **Board** - this class is simply an ArrayList of dominoes where the dominos can be placed by the player and computer objects.
- **Boneyard** - this class contains a LinkedList in which 28 dominoes are randomly generated and placed within, and then shuffled.
- **Computer** - this class handles the logic for the computer to place dominoes and draw from the boneyard. Has access to instances of both the Boneyard and Hand objects for drawing and placing.
- **Domino** - this class is the domino object itself, and contains some logic to flip dominoes and assign the corresponding image for the GUI section of the project.
- **Hand** - this class is an ArrayList of dominoes with draw 7 dominoes from the boneyard, and contains some logic to sum the dominoes in the hand for win-checking.
- **Player** - this class contains logic to place domino and draw from the boneyard for the player. Contains an instance of the Hand object.