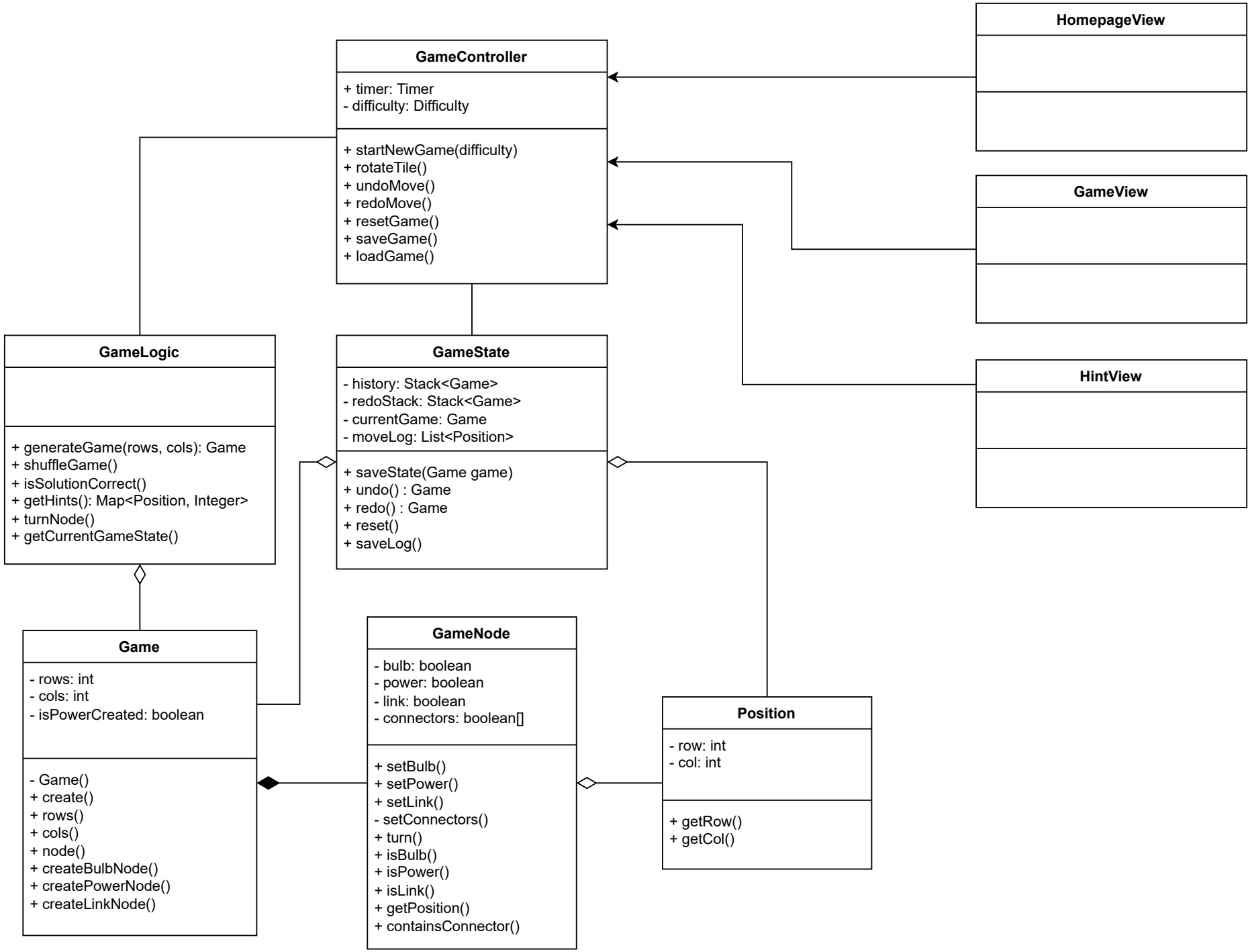
HomepageView
GameController
+ timer: Timer
- difficulty: Difficulty
+ startNewGame(difficulty)
+ rotateTile()
+ undoMove()
+ redoMove()
+ resetGame()
+ saveGame()
+ loadGame()
GameView
HintView
GameLogic
+ generateGame(rows, cols): Game
+ shuffleGame()
+ isSolutionCorrect()
+ getHints(): Map<Position, Integer>
+ turnNode()
+ getCurrentGameState()
GameState
- history: Stack<Game>
- redoStack: Stack<Game>
- currentGame: Game
- moveLog: List<Position>
+ saveState(Game game)
+ undo() : Game
+ redo() : Game
+ reset()
+ saveLog()
Game
- rows: int
- cols: int
- isPowerCreated: boolean
- Game()
+ create()
+ rows()
+ cols()
+ node()
+ createBulbNode()
+ createPowerNode()
+ createLinkNode()
GameNode
- bulb: boolean
- power: boolean
- link: boolean
- connectors: boolean[]
+ setBulb()
+ setPower()
+ setLink()
- setConnectors()
+ turn()
+ isBulb()
+ isPower()
+ isLink()
+ getPosition()
+ containsConnector()
Position
- row: int
- col: int
+ getRow()
+ getCol()