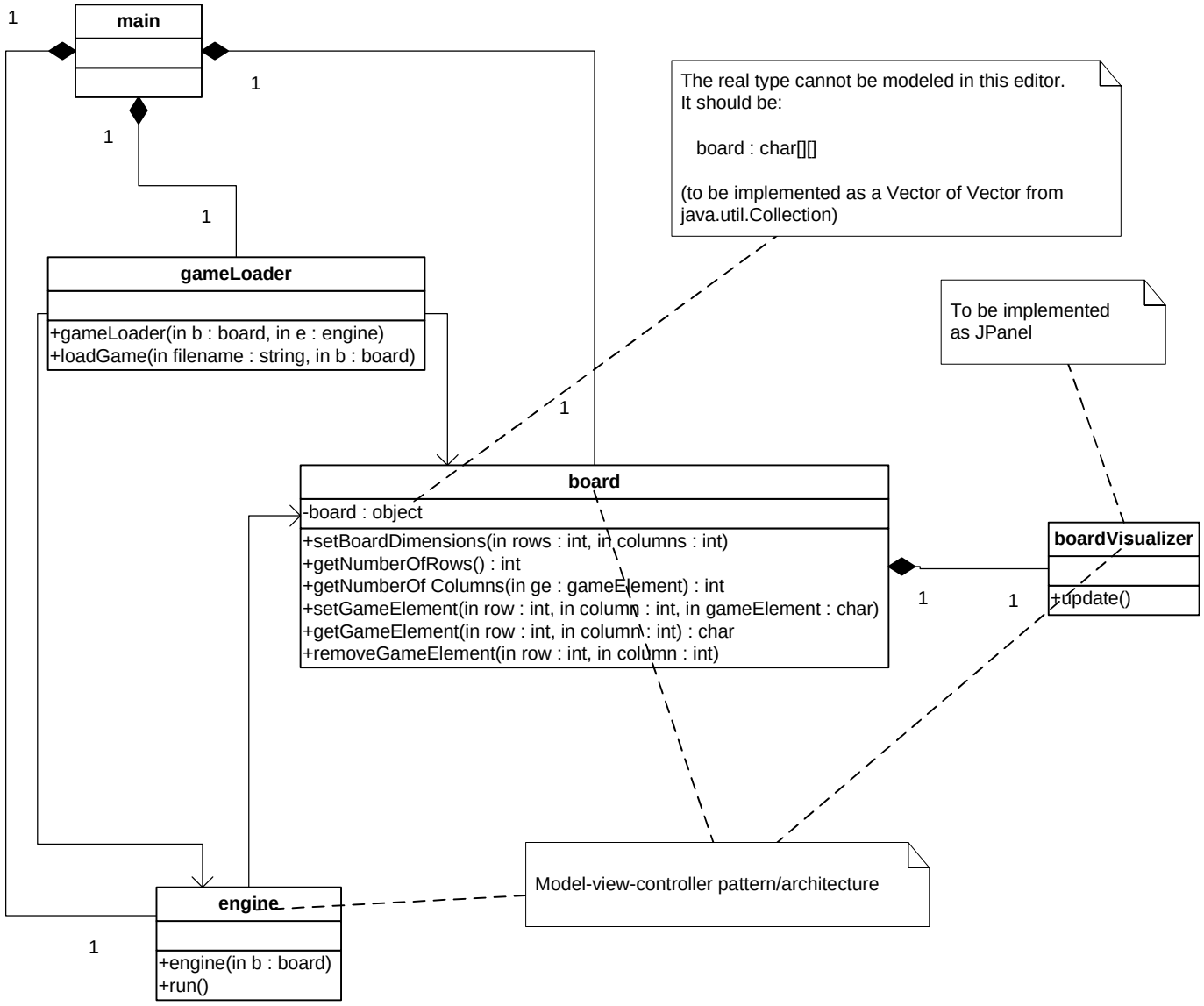
main
1
1
1
1
gameLoader
+gameLoader(in b : board, in e : engine)
+loadGame(in filename : string, in b : board)
The real type cannot be modeled in this editor.
It should be:
board : char[][]
(to be implemented as a Vector of Vector from
java.util.Collection)
To be implemented
as JPanel
1
board
-board : object
+setBoardDimensions(in rows : int, in columns : int)
+getNumberOfRows() : int
+getNumberOf Columns(in ge : gameElement) : int
+setGameElement(in row : int, in column : int, in gameElement : char)
+getGameElement(in row : int, in column : int) : char
+removeGameElement(in row : int, in column : int)
boardVisualizer
+update()
1
1
Model-view-controller pattern/architecture
engine
+engine(in b : board)
+run()
1