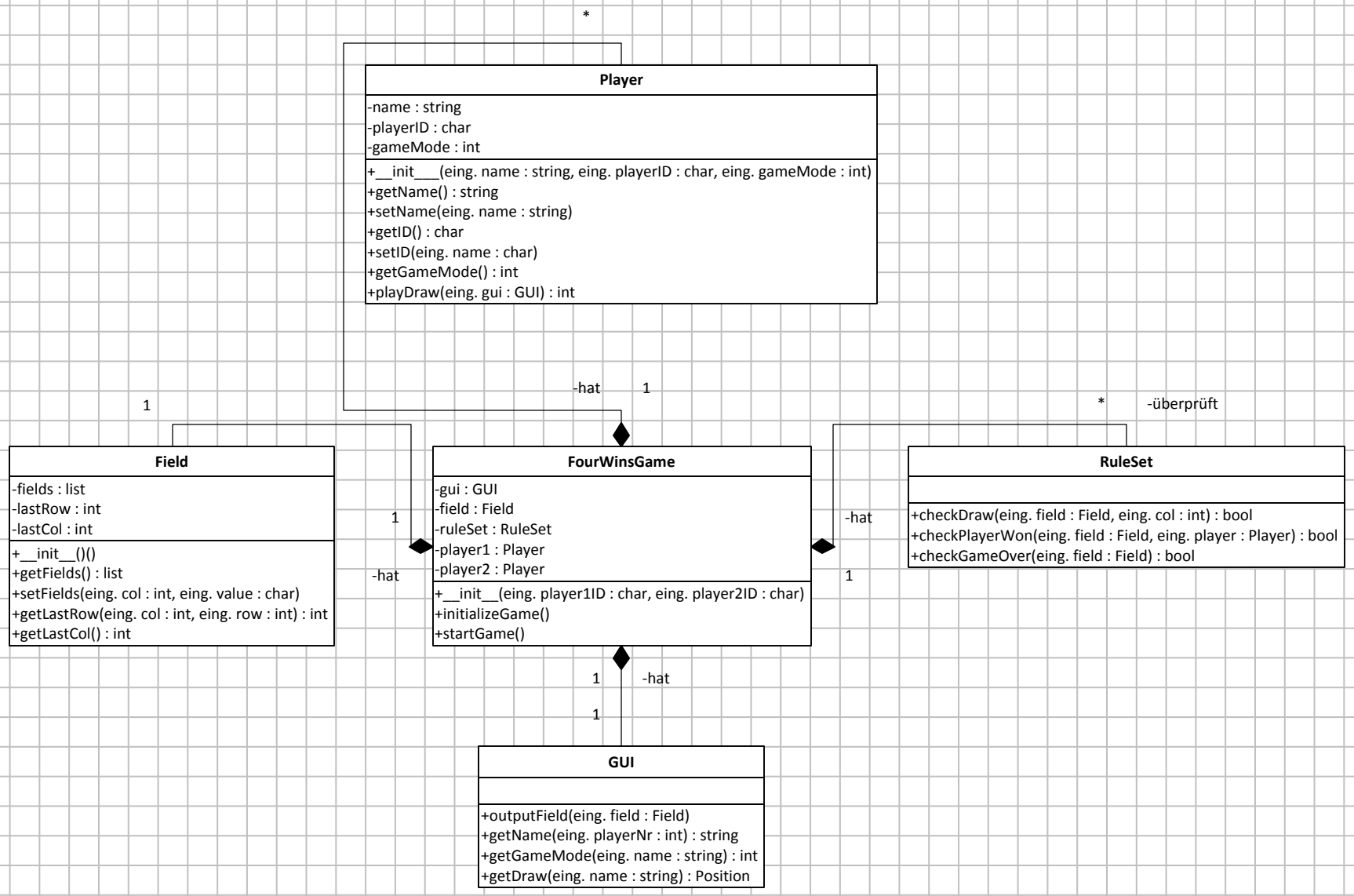
*
Player
-name : string
-playerID : char
-gameMode : int
+__init___(eing. name : string, eing. playerID : char, eing. gameMode : int)
+getName() : string
+setName(eing. name : string)
+getID() : char
+setID(eing. name : char)
+getGameMode() : int
+playDraw(eing. gui : GUI) : int
-hat
1
1
*
-überprüft
Field
-fields : list
-lastRow : int
-lastCol : int
+__init__()()
+getFields() : list
+setFields(eing. col : int, eing. value : char)
+getLastRow(eing. col : int, eing. row : int) : int
+getLastCol() : int
1
-hat
FourWinsGame
-gui : GUI
-field : Field
-ruleSet : RuleSet
-player1 : Player
-player2 : Player
+__init__(eing. player1ID : char, eing. player2ID : char)
+initializeGame()
+startGame()
-hat
1
RuleSet
+checkDraw(eing. field : Field, eing. col : int) : bool
+checkPlayerWon(eing. field : Field, eing. player : Player) : bool
+checkGameOver(eing. field : Field) : bool
1
-hat
1
GUI
+outputField(eing. field : Field)
+getName(eing. playerNr : int) : string
+getGameMode(eing. name : string) : int
+getDraw(eing. name : string) : Position