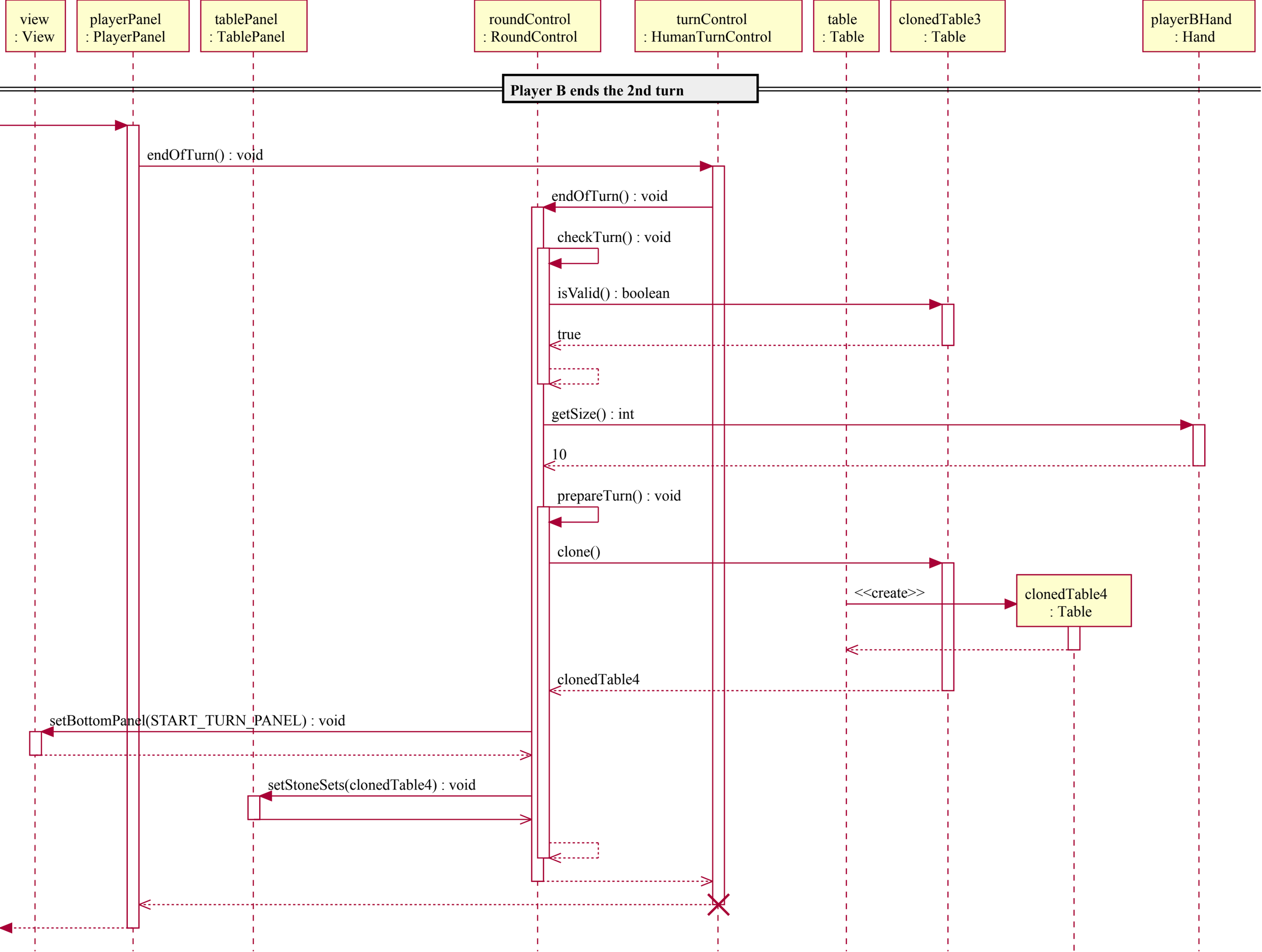
view
: View
playerPanel
: PlayerPanel
tablePanel
: TablePanel
roundControl
: RoundControl
turnControl
: HumanTurnControl
table
: Table
clonedTable3
: Table
playerBHand
: Hand
Player B ends the 2nd turn
endOfTurn() : void
endOfTurn() : void
checkTurn() : void
isValid() : boolean
true
getSize() : int
10
prepareTurn() : void
clone()
<<create>>
clonedTable4
: Table
clonedTable4
setBottomPanel(START_TURN_PANEL) : void
setStoneSets(clonedTable4) : void