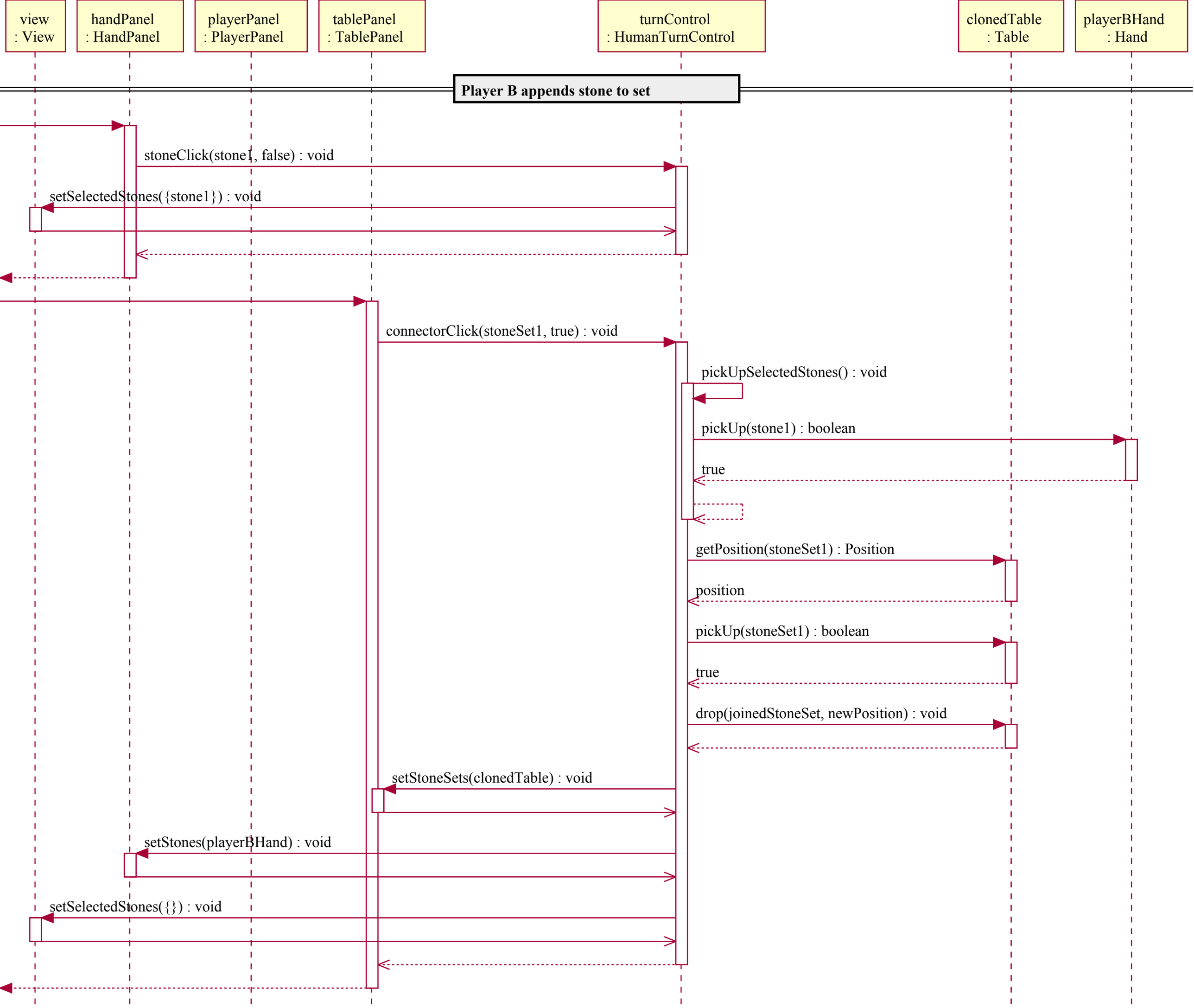
view
: View
handPanel
: HandPanel
playerPanel
: PlayerPanel
tablePanel
: TablePanel
turnControl
: HumanTurnControl
clonedTable
: Table
playerBHand
: Hand
Player B appends stone to set
stoneClick(stone1, false) : void
setSelectedStones({stone1}) : void
connectorClick(stoneSet1, true) : void
pickUpSelectedStones() : void
pickUp(stone1) : boolean
true
getPosition(stoneSet1) : Position
position
pickUp(stoneSet1) : boolean
true
drop(joinedStoneSet, newPosition) : void
setStoneSets(clonedTable) : void
setStones(playerBHand) : void
setSelectedStones({}) : void