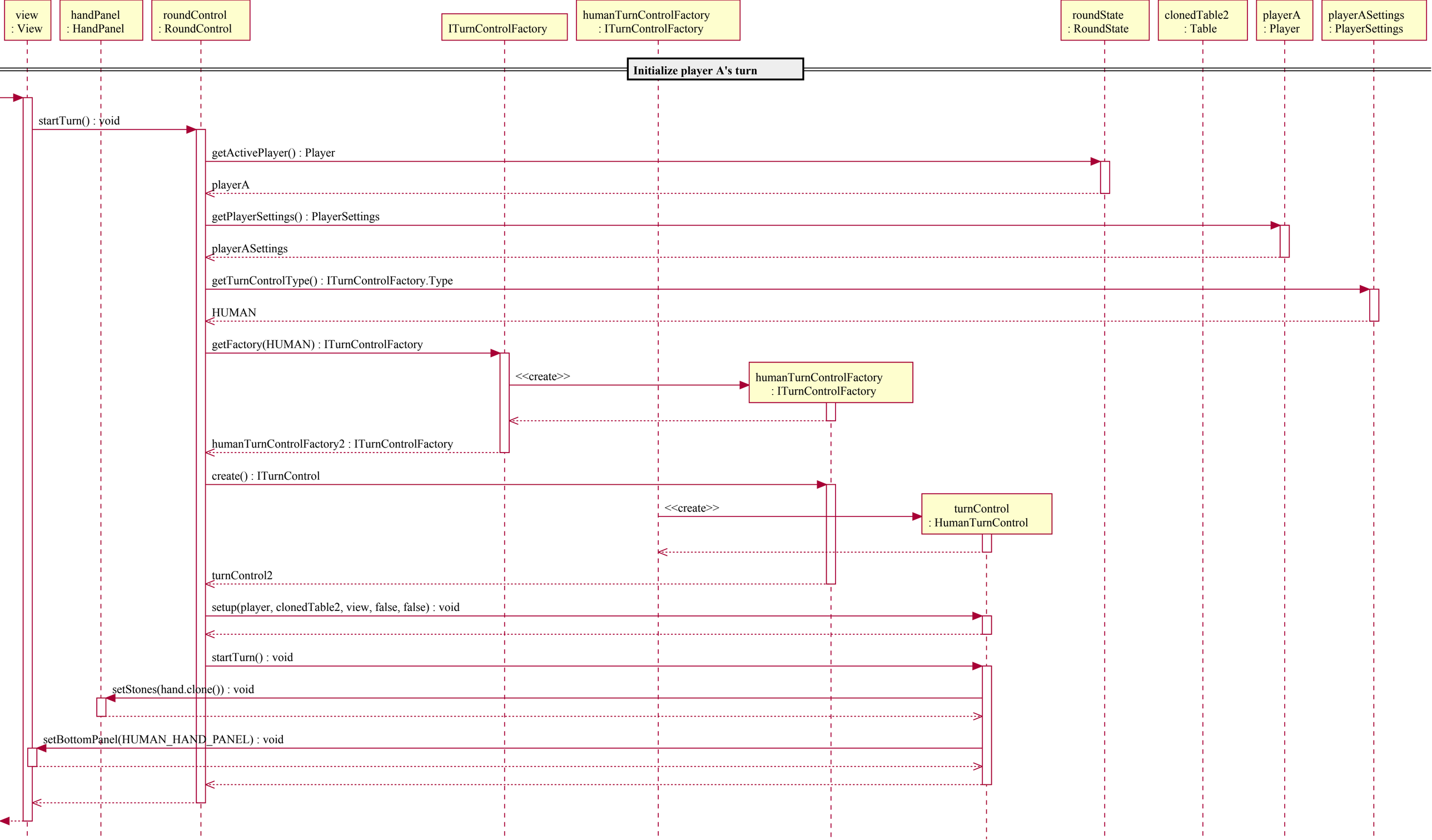
view
: View
handPanel
: HandPanel
roundControl
: RoundControl
ITurnControlFactory
humanTurnControlFactory
: ITurnControlFactory
roundState
: RoundState
clonedTable2
: Table
playerA
: Player
playerASettings
: PlayerSettings
Initialize player A's turn
startTurn() : void
getActivePlayer() : Player
playerA
getPlayerSettings() : PlayerSettings
playerASettings
getTurnControlType() : ITurnControlFactory.Type
HUMAN
getFactory(HUMAN) : ITurnControlFactory
<<create>>
humanTurnControlFactory
: ITurnControlFactory
humanTurnControlFactory2 : ITurnControlFactory
create() : ITurnControl
<<create>>
turnControl
: HumanTurnControl
turnControl2
setup(player, clonedTable2, view, false, false) : void
startTurn() : void
setStones(hand.clone()) : void
setBottomPanel(HUMAN_HAND_PANEL) : void