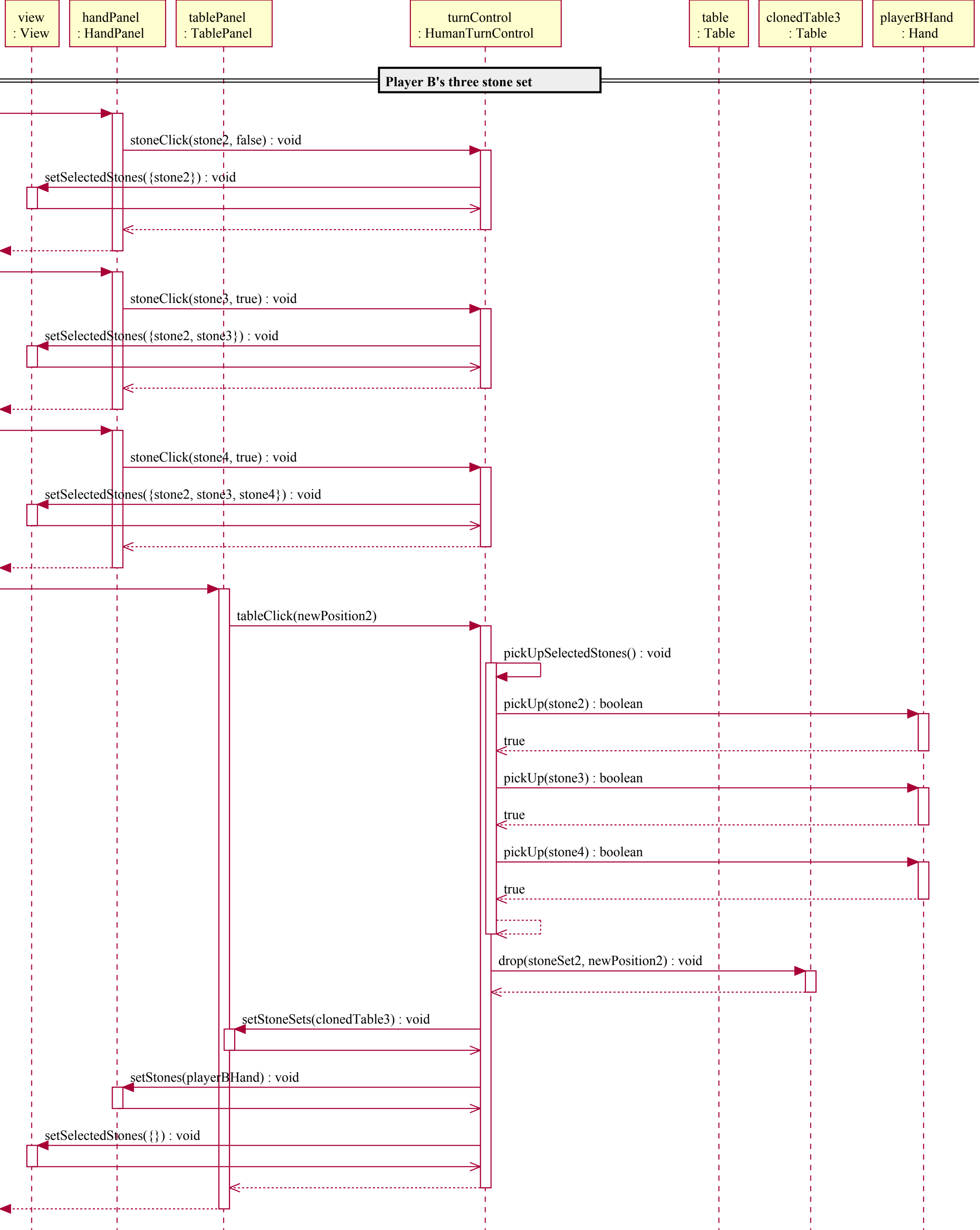
view
: View
handPanel
: HandPanel
tablePanel
: TablePanel
turnControl
: HumanTurnControl
table
: Table
clonedTable3
: Table
playerBHand
: Hand
Player B's three stone set
stoneClick(stone2, false) : void
setSelectedStones({stone2}) : void
stoneClick(stone3, true) : void
setSelectedStones({stone2, stone3}) : void
stoneClick(stone4, true) : void
setSelectedStones({stone2, stone3, stone4}) : void
tableClick(newPosition2)
pickUpSelectedStones() : void
pickUp(stone2) : boolean
true
pickUp(stone3) : boolean
true
pickUp(stone4) : boolean
true
drop(stoneSet2, newPosition2) : void
setStoneSets(clonedTable3) : void
setStones(playerBHand) : void
setSelectedStones({}) : void