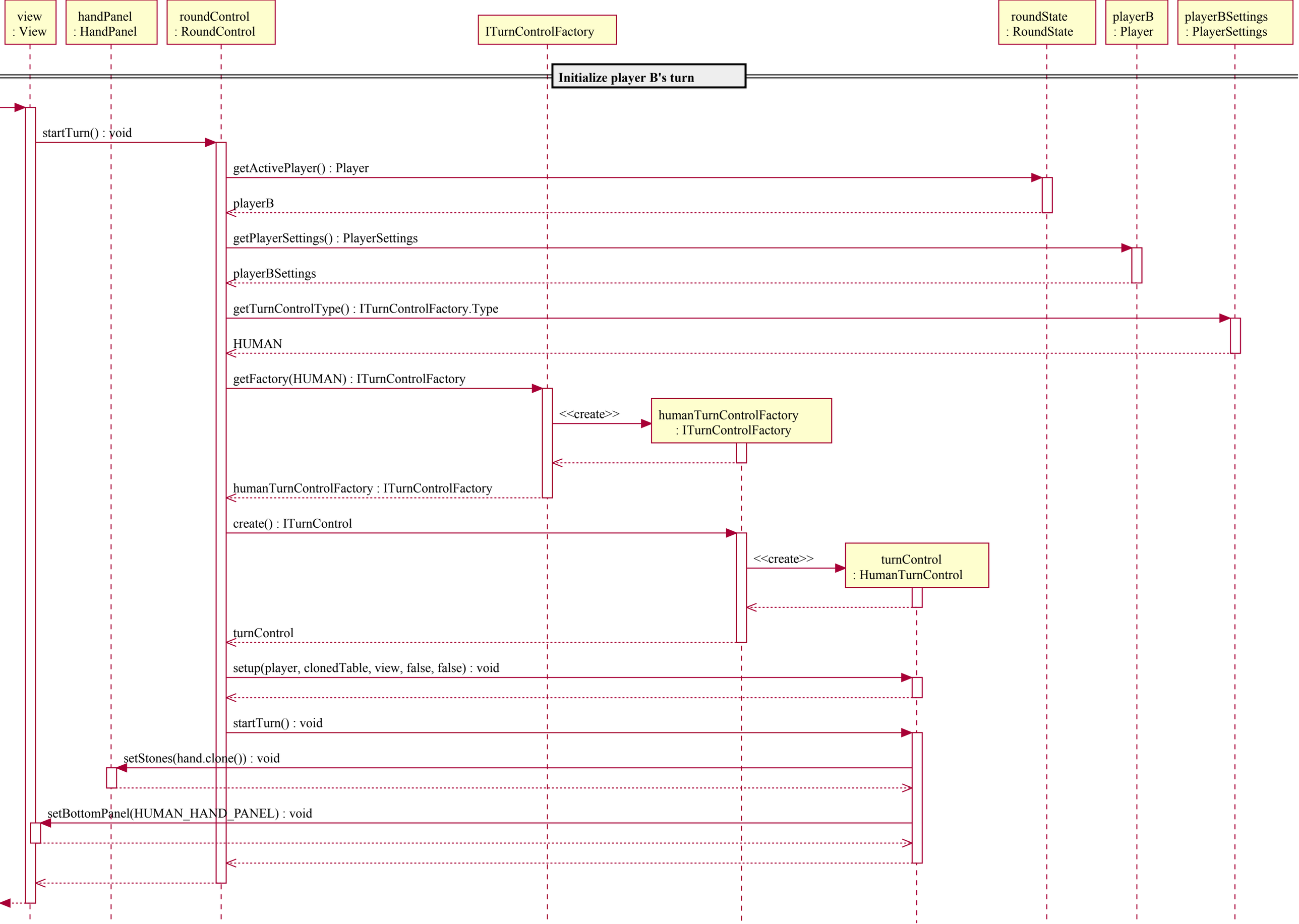
view
: View
handPanel
: HandPanel
roundControl
: RoundControl
ITurnControlFactory
roundState
: RoundState
playerB
: Player
playerBSettings
: PlayerSettings
Initialize player B's turn
startTurn() : void
getActivePlayer() : Player
playerB
getPlayerSettings() : PlayerSettings
playerBSettings
getTurnControlType() : ITurnControlFactory.Type
HUMAN
getFactory(HUMAN) : ITurnControlFactory
<<create>>
humanTurnControlFactory
: ITurnControlFactory
humanTurnControlFactory : ITurnControlFactory
create() : ITurnControl
<<create>>
turnControl
: HumanTurnControl
turnControl
setup(player, clonedTable, view, false, false) : void
startTurn() : void
setStones(hand.clone()) : void
setBottomPanel(HUMAN_HAND_PANEL) : void