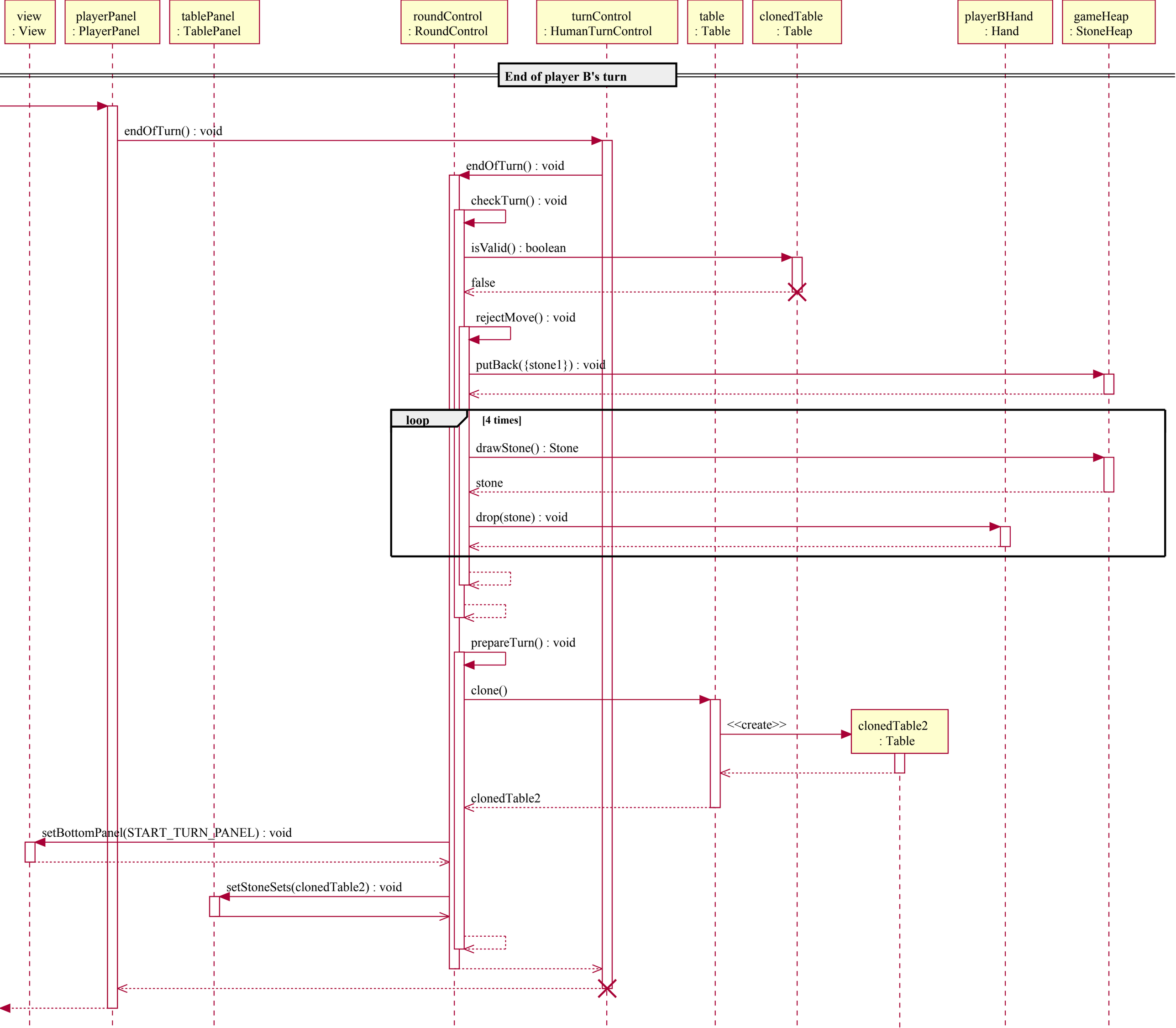
view
: View
playerPanel
: PlayerPanel
tablePanel
: TablePanel
roundControl
: RoundControl
turnControl
: HumanTurnControl
table
: Table
clonedTable
: Table
playerBHand
: Hand
gameHeap
: StoneHeap
End of player B's turn
endOfTurn() : void
endOfTurn() : void
checkTurn() : void
isValid() : boolean
false
rejectMove() : void
putBack({stone1}) : void
loop
[4 times]
drawStone() : Stone
stone
drop(stone) : void
prepareTurn() : void
clone()
<<create>>
clonedTable2
: Table
clonedTable2
setBottomPanel(START_TURN_PANEL) : void
setStoneSets(clonedTable2) : void