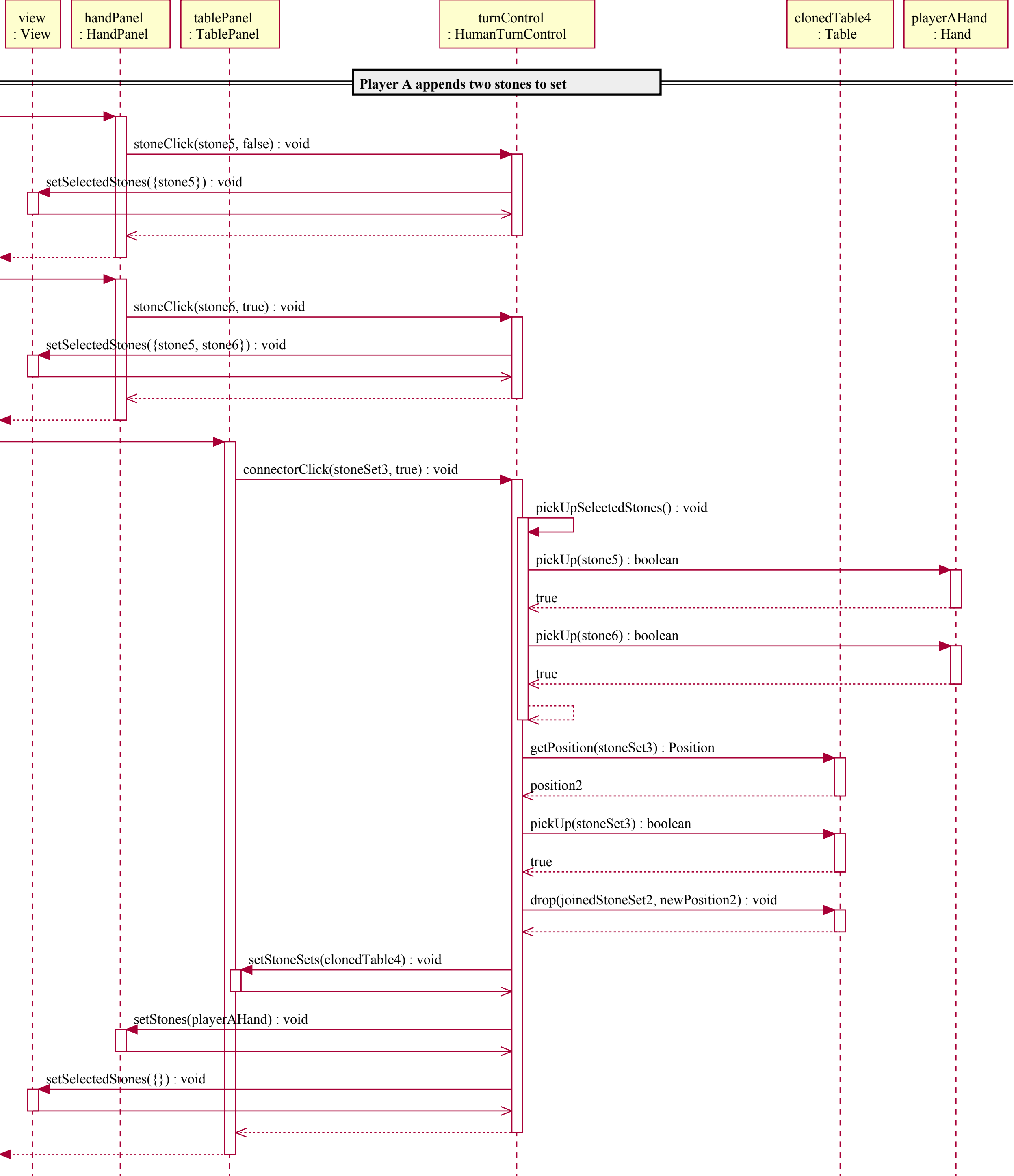
view
: View
handPanel
: HandPanel
tablePanel
: TablePanel
turnControl
: HumanTurnControl
clonedTable4
: Table
playerAHand
: Hand
Player A appends two stones to set
stoneClick(stone5, false) : void
setSelectedStones({stone5}) : void
stoneClick(stone6, true) : void
setSelectedStones({stone5, stone6}) : void
connectorClick(stoneSet3, true) : void
pickUpSelectedStones() : void
pickUp(stone5) : boolean
true
pickUp(stone6) : boolean
true
getPosition(stoneSet3) : Position
position2
pickUp(stoneSet3) : boolean
true
drop(joinedStoneSet2, newPosition2) : void
setStoneSets(clonedTable4) : void
setStones(playerAHand) : void
setSelectedStones({}) : void