



playerPanel  
: PlayerPanel

roundControl  
: RoundControl

turnControl  
: HumanTurnControl

clonedTable4  
: Table

playerAHand  
: Hand

playerBHand  
: Hand

Player A ends the 2nd turn

endOfTurn() : void

endOfTurn() : void

checkTurn() : void

isValid() : boolean

true

getSize() : int

0

score()

getSize() : int

0

getStonePoints() : int

0

getSize() : int

10

getStonePoints() : int

42

endOfRoundEvent.emit(score)