Category name:

GUI

Global: No
Subsystem: none

Category name:

Games

Global: No
Subsystem: none

Class name:

GameBoard

Category: GUI
Stereotype: abstract
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : Player in association
<no rolename> : BoardPosition in association
<no rolename> : PositionSequence in association
<no rolename> : GameState in association
<no rolename> : CurrentState in association
<no rolename> : GameBoardTest in association
<no rolename> : Player in association

Public Interface:
Operations:

setMove
GameBoard
gameBoardMouseEvent
setMove

Private Interface:
Attributes:

gameStatus : int
playerID : int
position : GameBoardPosition[]

Operations:

handleWindowEvent

State machine: Yes
Concurrency: Sequential
Persistence: Transient

Operation name:

setMove

Public member of: GameBoard
Concurrency: Sequential

Operation name:

handleWindowEvent

Private member of: GameBoard
Return Class: void
Arguments:
Event e
Concurrency: Sequential

Operation name:

GameBoard

Public member of: GameBoard
Concurrency: Sequential

Operation name:

gameBoardMouseEvent

Public member of: GameBoard
Return Class: void
Arguments:
MouseEvent
int
int
Concurrency: Sequential

Operation name:

setMove

Public member of: GameBoard
Return Class: void
Arguments:
int
Concurrency: Sequential

Class name:

Game

Category: Games
Stereotype: abstract
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : PlayingStrategy in association
<no rolename> : Turn in association
<no rolename> : PlayingStrategy in association
<no rolename> : Turn in association
<no rolename> : Player in association
<no rolename> : Orb in association
<no rolename> : Player in association

Public Uses:
RemoteGame
RemoteGame

Public Interface:
Operations:
setMove
play
resetGame

State machine: Yes
Concurrency: Sequential
Persistence: Transient

Operation name:

setMove

Public member of: Game
Arguments:
Position
Concurrency: Sequential

Operation name:

play

Public member of: Game
Return Class: void
Concurrency: Sequential

Operation name:

resetGame

Public member of: Game
Return Class: void
Concurrency: Sequential

Class name:

BoardPosition

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none

Associations:

<no rolename> : GameBoard in association
<no rolename> : PositionSequence in association

State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

Turn

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : Game in association
<no rolename> : Game in association

State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

PlayingStrategy

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : Game in association
<no rolename> : Game in association

Public Interface:
Operations:
nextMove

State machine: No
Concurrency: Sequential
Persistence: Transient

Operation name:

nextMove

Public member of: PlayingStrategy
Return Class: Move
Arguments:
GameState
Concurrency: Sequential

Class name:

Player

Category: Games
Stereotype: abstract
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : GameBoard in association
<no rolename> : Game in association
<no rolename> : MoveStrategy in association
<no rolename> : Orb in association
<no rolename> : GameBoard in association
<no rolename> : Game in association

Public Uses:

RemotePlayer
RemotePlayer

Public Interface:
Operations:

setMove
initialize
wonGame
lostGame
drawGame
hasWon
checkPosition
isYourTurn

Private Interface:
Attributes:

orb : Orb
token : int
gameStatus : int
playerNo : int
remoteGame : RemoteGame

State machine: Yes
Concurrency: Sequential
Persistence: Transient

Operation name:

setMove

Public member of: Player
Arguments:

Position

Concurrency: Sequential

Operation name:

initialize

Public member of: Player

Return Class: void
Arguments:
String ORBargs =
Concurrency: Sequential

Operation name:

wonGame

Public member of: Player
Return Class: void
Arguments:
CurrentState newState
Concurrency: Sequential

Operation name:

lostGame

Public member of: Player
Return Class: void
Arguments:
CurrentState newState
Concurrency: Sequential

Operation name:

drawGame

Public member of: Player
Return Class: void
Arguments:
CurrentState newState
Concurrency: Sequential

Operation name:

hasWon

Public member of: Player
Return Class: boolean
Concurrency: Sequential

Operation name:

checkPosition

Public member of: Player
Return Class: boolean
Arguments:
Move newMove
Concurrency: Sequential

Operation name:

isYourTurn

Public member of: Player
Return Class: boolean
Concurrency: Sequential

Class name:

Monopoly

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: Game
State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

Checkers

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: Game
State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

Chess

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: Game
State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

TicTacToe

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: Game

Private Interface:
Attributes:
remotePlayer0 : RemotePlayer
remotePlayer1 : RemotePlayer
gamePositions : int = 9
gameState : int[]
won : boolean[]
DONE : int

State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:
PositionSequence

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : BoardPosition in association
<no rolename> : GameBoard in association

Public Interface:
Operations:
getNext

Private Interface:
Attributes:
firstPosition : BoardPosition
lastPosition : BoardPosition

State machine: No
Concurrency: Sequential
Persistence: Transient

Operation name:
getNext

Public member of: PositionSequence
Return Class: BoardPosition
Postconditions:
returned a Vector of possible next Poisitions

Object diagram: (Unspecified)

Concurrency: Sequential

Class name:
Move

Category: Games

Stereotype: idl struct
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : MoveSequence in association

Public Interface:
Attributes:

newPosition : Position
playerID : int

State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

MoveSequence

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : Move in association

State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

MoveStrategy

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : Player in association

State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

Linear

Category: Games
Export Control: Public

Cardinality: n
Hierarchy:
Superclasses: PositionSequence
State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

Matrix

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: PositionSequence
State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

ElectronicPlayer

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: Player
State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

HumanPlayer

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: Player
Public Interface:
Operations:

HumanPlayer
main
setYourTurn
setGameStatus
setCurrentState
wonGame
lostGame
tieGame
isValidMove
yourMove
setMove
resetGame

Protected Interface:

Attributes:

boardState : int[]
tictactoeBoard : TicTacToeBoard

State machine: No
Concurrency: Sequential
Persistence: Transient

Operation name:

HumanPlayer

Public member of: HumanPlayer
Arguments:
String
Concurrency: Sequential

Operation name:

main

Public member of: HumanPlayer
Return Class: void
Arguments:
String[] args
Concurrency: Sequential

Operation name:

setYourTurn

Public member of: HumanPlayer
Return Class: void
Arguments:
boolean
Concurrency: Sequential

Operation name:

setGameStatus

Public member of: HumanPlayer
Return Class: void
Arguments:
int
Concurrency: Sequential

Operation name:

setCurrentState

Public member of: HumanPlayer
Return Class: void
Arguments:

int[]
Concurrency: Sequential

Operation name:
wonGame

Public member of: HumanPlayer
Return Class: void
Arguments:
int
Concurrency: Sequential

Operation name:
lostGame

Public member of: HumanPlayer
Return Class: void
Arguments:
int
Concurrency: Sequential

Operation name:
tieGame

Public member of: HumanPlayer
Return Class: void
Arguments:
int
Concurrency: Sequential

Operation name:
isValidMove

Public member of: HumanPlayer
Return Class: boolean
Arguments:
Move
Concurrency: Sequential

Operation name:
yourMove

Public member of: HumanPlayer
Return Class: void
Arguments:
int[]
Concurrency: Sequential

Operation name:

setMove

Public member of: HumanPlayer
Return Class: void
Arguments:
Move
Concurrency: Sequential

Operation name:

resetGame

Public member of: HumanPlayer
Return Class: void
Concurrency: Sequential

Class name:

ConservativePlayingStrategy

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: PlayingStrategy
State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

GameState

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : GameBoard in association

State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

Circular

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:

Superclasses: Linear
State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

TicTacToeBoard

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: GameBoard
Associations:

<no rolename> : TicTacToeBoardTest in association
<no rolename> : Image in association

Public Interface:
Operations:

showTicTacToe
TicTacToeBoard
setPositionState
setYourTurn

Private Interface:
Attributes:

not : Image
cross : Image

State machine: No
Concurrency: Sequential
Persistence: Transient

Operation name:

showTicTacToe

Public member of: TicTacToeBoard
Return Class: void
Concurrency: Sequential

Operation name:

TicTacToeBoard

Public member of: TicTacToeBoard
Arguments:

int

Concurrency: Sequential

Operation name:

setPositionState

Public member of: TicTacToeBoard
Return Class: void
Arguments:
int
int
Concurrency: Sequential

Operation name:
setYourTurn

Public member of: TicTacToeBoard
Return Class: void
Arguments:
boolean
Concurrency: Sequential

Class name:
ComputerPlayer

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: Player
Public Interface:
Operations:
ComputerPlayer
main
yourTurn
setMove
wonGame
lostGame
tieGame
yourMove

Private Interface:
Attributes:
boardState : int[]

Operations:
bestMove
isWinningState

State machine: No
Concurrency: Sequential
Persistence: Transient

Operation name:
ComputerPlayer

Public member of: ComputerPlayer
Concurrency: Sequential

Operation name:
main

Public member of: ComputerPlayer
Return Class: void
Arguments:
String[] args
Concurrency: Sequential

Operation name:
yourTurn

Public member of: ComputerPlayer
Concurrency: Sequential

Operation name:
setMove

Public member of: ComputerPlayer
Return Class: void
Arguments:
Move newMove
Concurrency: Sequential

Operation name:
bestMove

Private member of: ComputerPlayer
Return Class: int
Concurrency: Sequential

Operation name:
isWinningState

Private member of: ComputerPlayer
Return Class: boolean
Arguments:
int[]
player
Concurrency: Sequential

Operation name:
wonGame

Public member of: ComputerPlayer
Return Class: void
Arguments:
int[] gameState

Concurrency: Sequential

Operation name:

lostGame

Public member of: ComputerPlayer
Return Class: void
Arguments:
int[] newState
Concurrency: Sequential

Operation name:

tieGame

Public member of: ComputerPlayer
Return Class: void
Arguments:
int[]
Concurrency: Sequential

Operation name:

yourMove

Public member of: ComputerPlayer
Return Class: void
Arguments:
int[]
Concurrency: Sequential

Class name:

CurrentState

Category: Games
Stereotype: idl struct
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : GameBoard in association

Public Interface:
Attributes:
state : int[] = {}

State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

Orb

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : Player in association
<no rolename> : Game in association

State machine: No
Concurrency: Sequential
Persistence: Transient

Class name:

RemotePlayer

Category: Games
Stereotype: idl interface
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Public Interface:
Operations:

resetGame
isYourTurn
wonGame
lostGame
tiedGame
yourTurn

State machine: No
Concurrency: Sequential
Persistence: Transient

Operation name:

resetGame

Public member of: RemotePlayer
Return Class: void
Concurrency: Sequential

Operation name:

isYourTurn

Public member of: RemotePlayer
Return Class: boolean
Concurrency: Sequential

Operation name:
wonGame

Public member of: RemotePlayer
Return Class: void
Arguments:
CurrentState
Concurrency: Sequential

Operation name:
lostGame

Public member of: RemotePlayer
Return Class: void
Arguments:
CurrentState
Concurrency: Sequential

Operation name:
tiedGame

Public member of: RemotePlayer
Return Class: void
Arguments:
CurrentState
Concurrency: Sequential

Operation name:
yourTurn

Public member of: RemotePlayer
Return Class: void
Arguments:
CurrentState
Concurrency: Sequential

Class name:
RemoteGame

Category: Games
Stereotype: idl interface
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Public Interface:
Operations:
setMove
resetGame

State machine: No

Concurrency: Sequential
Persistence: Transient

Operation name:

setMove

Public member of: RemoteGame
Return Class: void
Arguments:
Move
Concurrency: Sequential

Operation name:

resetGame

Public member of: RemoteGame
Return Class: void
Concurrency: Sequential

Class name:

AbstractTest

Category: Games
Stereotype: abstract
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Public Interface:
Operations:
functionalSuite
structuralSuite
interactionSuite
regressionSuite
baseLineSuite
classInvariant
instantiateOUT
AbstractTest
invokePrivateMethod
getPrivateField
showFieldValues
getDefinitionString

Protected Interface:
Operations:
logInfo
startTestReport
logTestResult
reportSuccess
reportFailure
finishTestProcess

State machine: No
Concurrency: Sequential
Persistence: Transient

Operation name:
functionalSuite

Public member of: AbstractTest
Return Class: boolean
Concurrency: Sequential

Operation name:
structuralSuite

Public member of: AbstractTest
Return Class: boolean
Concurrency: Sequential

Operation name:
interactionSuite

Public member of: AbstractTest
Return Class: boolean
Concurrency: Sequential

Operation name:
regressionSuite

Public member of: AbstractTest
Return Class: boolean
Concurrency: Sequential

Operation name:
baseLineSuite

Public member of: AbstractTest
Return Class: boolean
Concurrency: Sequential

Operation name:
classInvariant

Public member of: AbstractTest
Return Class: boolean
Concurrency: Sequential

Operation name:
instantiateOUT

Public member of: AbstractTest
Return Class: boolean
Concurrency: Sequential

Operation name:
AbstractTest

Public member of: AbstractTest
Arguments:
String
Concurrency: Sequential

Operation name:
logInfo

Protected member of: AbstractTest
Return Class: boolean
Arguments:
String
Concurrency: Sequential

Operation name:
startTestReport

Protected member of: AbstractTest
Return Class: void
Concurrency: Sequential

Operation name:
logTestResult

Protected member of: AbstractTest
Return Class: void
Arguments:
String
boolean
Concurrency: Sequential

Operation name:
reportSuccess

Protected member of: AbstractTest
Return Class: void
Arguments:
String
Concurrency: Sequential

Operation name:
reportFailure

Protected member of: AbstractTest
Return Class: void
Arguments:
String
Concurrency: Sequential

Operation name:
finishTestProcess

Protected member of: AbstractTest
Return Class: void
Concurrency: Sequential

Operation name:
invokePrivateMethod

Public member of: AbstractTest
Return Class: Object
Arguments:
Object
String
String
Class[]
Object[]
Concurrency: Sequential

Operation name:
getPrivateField

Public member of: AbstractTest
Return Class: Object
Arguments:
Object
String
String
Concurrency: Sequential

Operation name:
showFieldValues

Public member of: AbstractTest
Return Class: boolean
Arguments:
Object
String
Concurrency: Sequential

Operation name:
getDefinitionString

Public member of: AbstractTest
Return Class: String
Arguments:
Field
Concurrency: Sequential

Class name:
AbstractBeanTest

Category: Games
Stereotype: abstract
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: AbstractTest
Public Interface:
Operations:
AbstractBeanTest
addVetoableChangeTest
vetoChange
addPropertryChangeTest
isPropertyChaneReceived
isVetoableChangeReceived

State machine: No
Concurrency: Sequential
Persistence: Transient

Operation name:
AbstractBeanTest

Public member of: AbstractBeanTest
Arguments:
String
Concurrency: Sequential

Operation name:
addVetoableChangeTest

Public member of: AbstractBeanTest
Return Class: boolean
Arguments:
Object
argtype String =
Concurrency: Sequential

Operation name:
vetoChange

Public member of: AbstractBeanTest
Return Class: void
Arguments:

PropertyChangeEvent

Concurrency: Sequential

Operation name:

addPropertryChangeTest

Public member of: AbstractBeanTest
Return Class: void
Arguments:

Object
String

Concurrency: Sequential

Operation name:

isPropertyChaneReceived

Public member of: AbstractBeanTest
Return Class: boolean
Concurrency: Sequential

Operation name:

isVetoableChangeReceived

Public member of: AbstractBeanTest
Return Class: boolean
Concurrency: Sequential

Class name:

GameBoardTest

Category: Games
Stereotype: abstract
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: AbstractBeanTest
Associations:

<no rolename> : GameBoard in association

Public Interface:
Operations:

showTestMenu
testDispatch
functionalSuite
structuralSuite
interaction Suite
baseLineSuite

regressionSuite
mouseUpScript
showGameBoardTest
classInvariant
setGameStatusTest
setSizeTest
mouseDispatchTest
mouseUpTest
setMoveTest
GameBoardTest

State machine: No
Concurrency: Sequential
Persistence: Transient

Operation name:
showTestMenu

Public member of: GameBoardTest
Return Class: void
Concurrency: Sequential

Operation name:
testDispatch

Public member of: GameBoardTest
Return Class: void
Arguments:
int[] argname =
Concurrency: Sequential

Operation name:
functionalSuite

Public member of: GameBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:
structuralSuite

Public member of: GameBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:
interaction Suite

Public member of: GameBoardTest

Return Class: boolean
Concurrency: Sequential

Operation name:
baseLineSuite

Public member of: GameBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:
regressionSuite

Public member of: GameBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:
mouseUpScript

Public member of: GameBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:
showGameBoardTest

Public member of: GameBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:
classInvariant

Public member of: GameBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:
setGameStatusTest

Public member of: GameBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:
setSizeTest

Public member of: GameBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:
mouseDispatchTest

Public member of: GameBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:
mouseUpTest

Public member of: GameBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:
setMoveTest

Public member of: GameBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:
GameBoardTest

Public member of: GameBoardTest
Arguments:
String
Concurrency: Sequential

Class name:
TicTacToeBoardTest

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: GameBoardTest
Associations:

<no rolename> : TicTacToeBoard in association

Public Interface:
Operations:

TicTacToeBoardTest
showTestMenu
classInvariant
instantiateOUT
testCase1
setYourTurn
testDispatch

State machine: No
Concurrency: Sequential
Persistence: Transient

Operation name:

TicTacToeBoardTest

Public member of: TicTacToeBoardTest
Arguments:
String
Concurrency: Sequential

Operation name:

showTestMenu

Public member of: TicTacToeBoardTest
Return Class: void
Concurrency: Sequential

Operation name:

classInvariant

Public member of: TicTacToeBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:

instantiateOUT

Public member of: TicTacToeBoardTest
Return Class: void
Concurrency: Sequential

Operation name:

testCase1

Public member of: TicTacToeBoardTest
Return Class: boolean
Concurrency: Sequential

Operation name:

setYourTurn

Public member of: TicTacToeBoardTest
Return Class: boolean
Arguments:
boolean
Concurrency: Sequential

Operation name:

testDispatch

Public member of: TicTacToeBoardTest
Return Class: void
Arguments:
int[]
Concurrency: Sequential

Class name:

Image

Category: Games
Export Control: Public
Cardinality: n
Hierarchy:
Superclasses: none
Associations:

<no rolename> : TicTacToeBoard in association

State machine: No
Concurrency: Sequential
Persistence: Transient

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: Game
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: Yes
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: PlayingStrategy
Cardinality / Multiplicity:
Navigable: Yes

Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: Game
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: Yes
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: Turn
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: Game
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: Yes
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: PlayingStrategy
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public

Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: Game
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: Yes
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: Turn
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: Game
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: Player
Cardinality / Multiplicity: 1..n
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: BoardPosition
Cardinality / Multiplicity: 1..n
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: GameBoard
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: PositionSequence
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: Yes
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: BoardPosition
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No

Direction: <non-directional>
Association Class: none

Role:
Class: Player
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: Yes
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: MoveStrategy
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: Move

Role:
Class: Player
Cardinality / Multiplicity: n
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: GameBoard
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:

Class: GameBoard
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: PositionSequence
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: MoveSequence
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: Move
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: GameBoard
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: Yes

Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: GameState
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: GameBoard
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: Yes
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: CurrentState
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: Player
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: Yes
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: Orb
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: Game
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: Yes
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: Orb
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: GameBoardTest
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: Yes
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: GameBoard
Cardinality / Multiplicity:
Navigable: Yes

Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: TicTacToeBoardTest
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: Yes
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: TicTacToeBoard
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: TicTacToeBoard
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: Image
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public

Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: Player
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: GameBoard
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Association:

Derived: No
Direction: <non-directional>
Association Class: none

Role:
Class: Game
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified

Role:
Class: Player
Cardinality / Multiplicity:
Navigable: Yes
Aggregate: No
Static: No
Friend: No
Access: Public
Containment: Unspecified