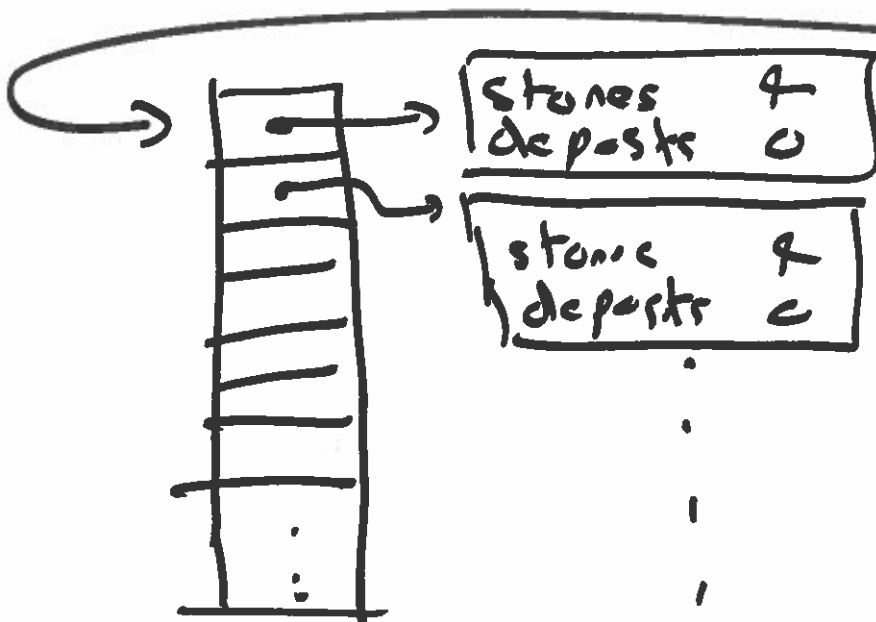
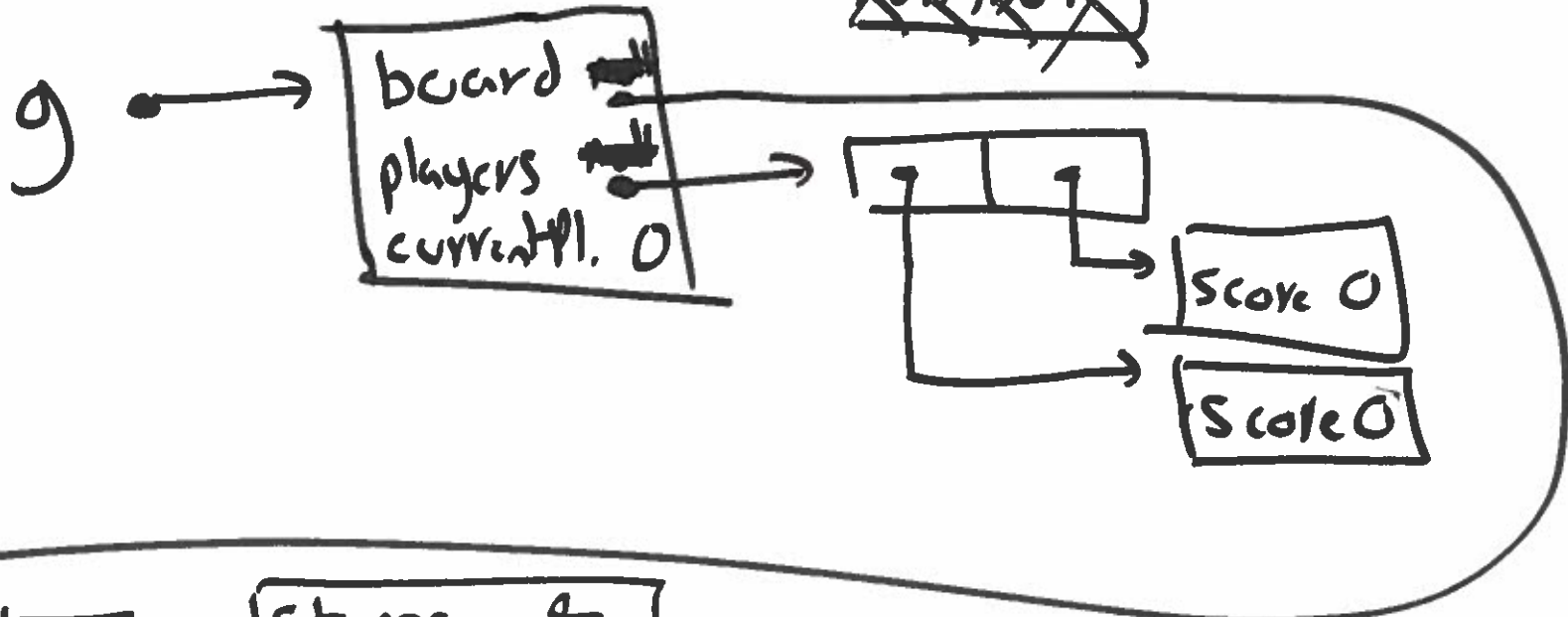
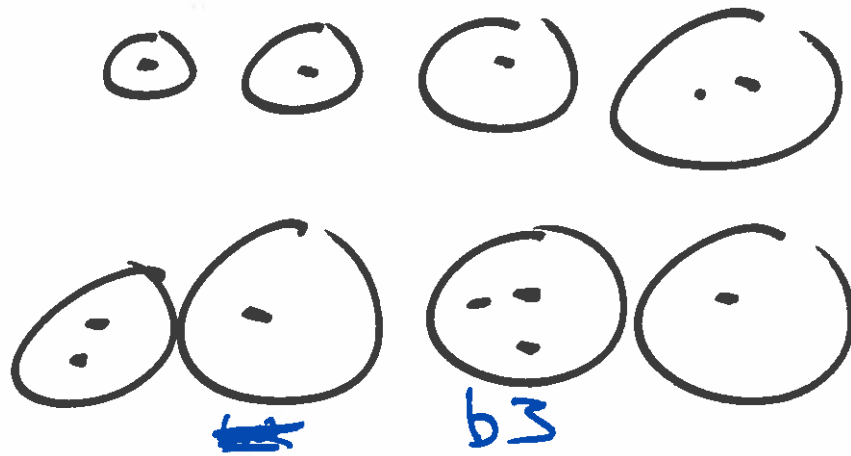


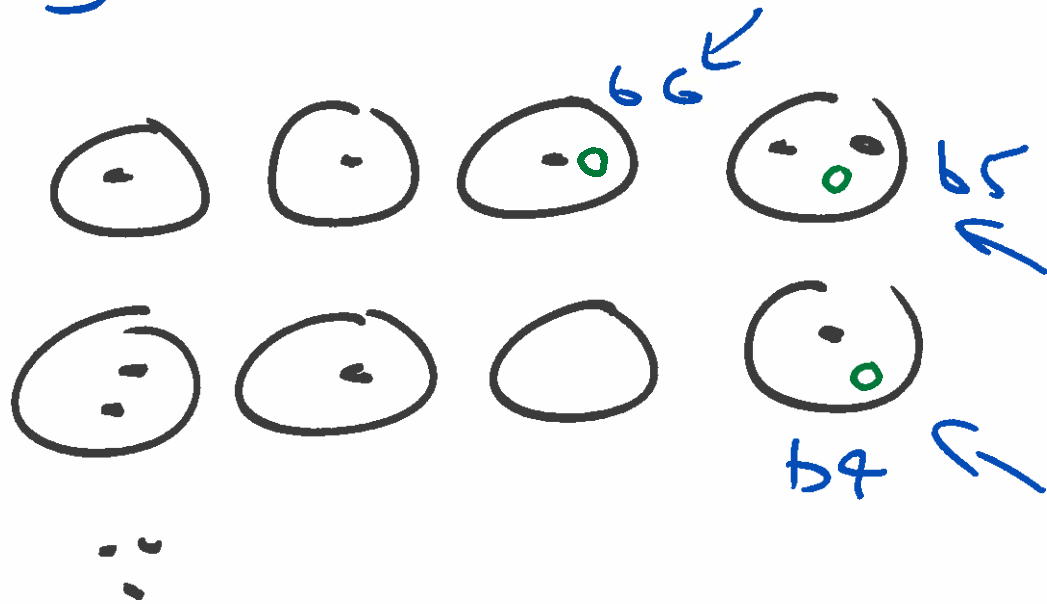
Game g = new Game();

~~Null Null~~





b3. takeAllStones()

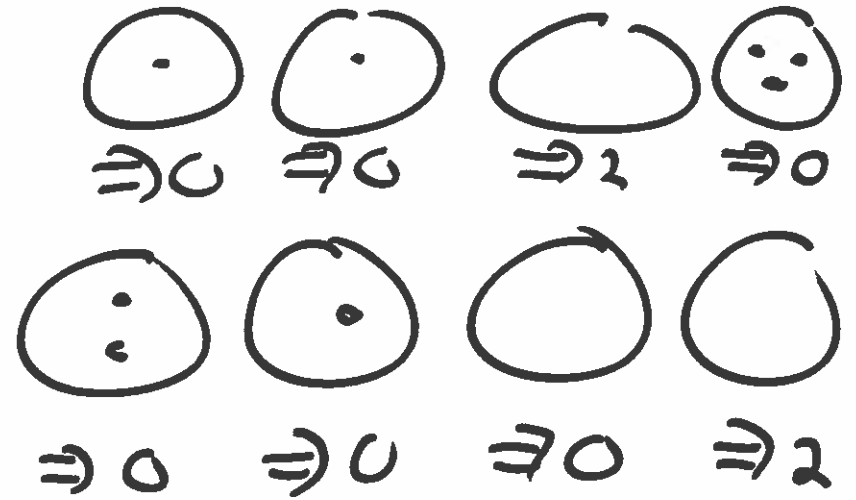


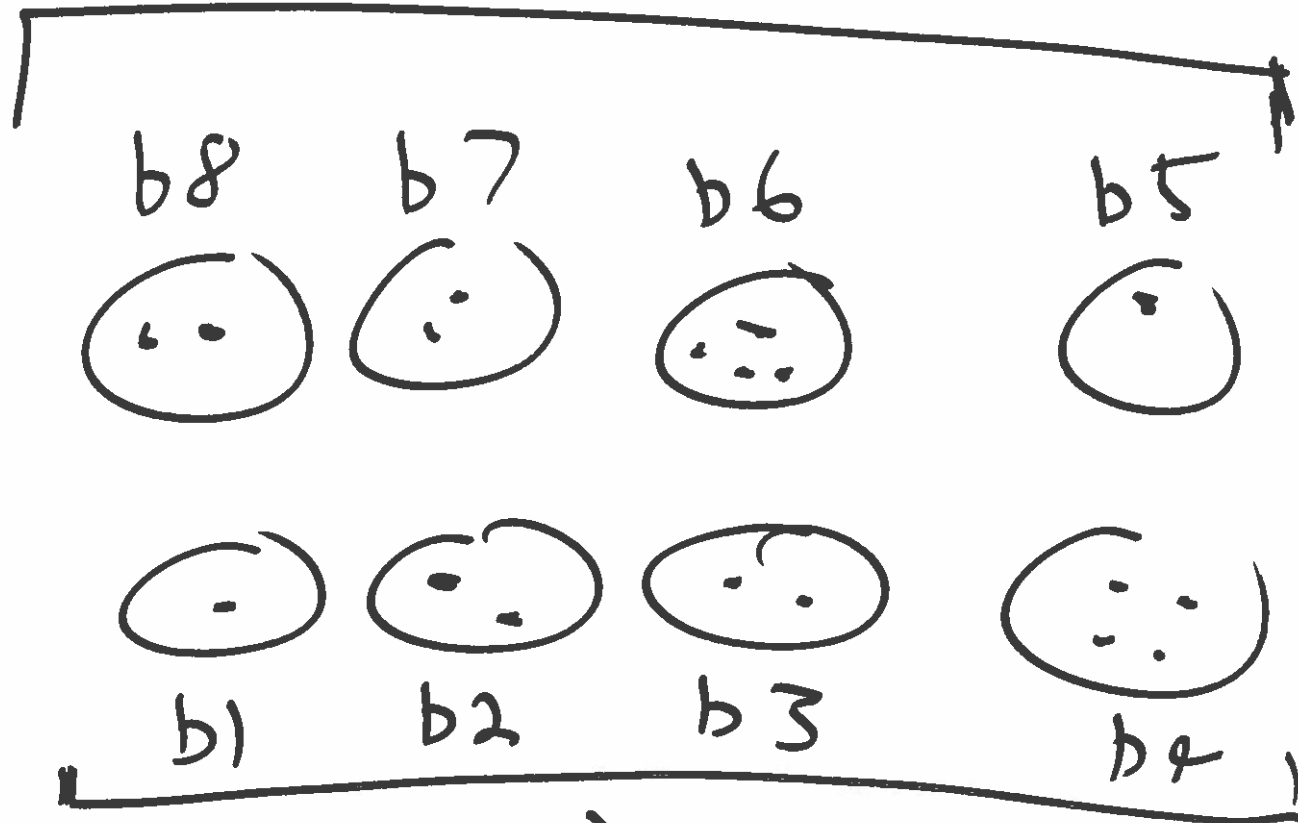
b4. depositStone()
 b5. depositStone()
 b6. depositStone()

b1. update And GetScore();

⋮

b8. update A. GetScore();

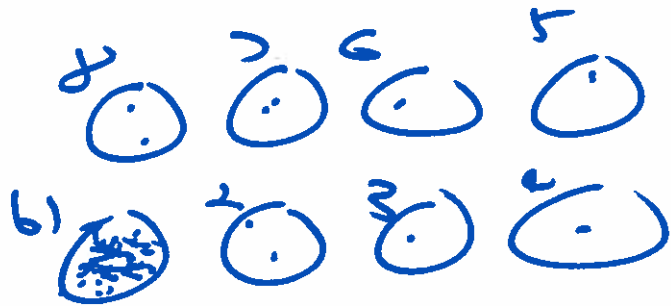




← Player 1
go

isValidMove(3) 4

currentPlayer = 0 * 4 = 0
 ::: 1 ::: 4



↳ take All Stones()

⇒ 18

b2. deposit

b2. deyo1

b2. deyo

b2. update And Get Score.

for(---)

for(---) {

b2. deposit- for(---
 b3. deposit- ---
 b4. " " ---
 b5. ---
 b6
 b7. ---

{ b1. upd AGS() for ---
 b2. u AGS()
 ⋮