JavaScript is disabled on your browser.

* [Overview](http://docs.google.com/overview-summary.html)
* [Package](http://docs.google.com/package-summary.html)
* [Class](http://docs.google.com/model/BoardCell.html)
* Use
* [Tree](http://docs.google.com/package-tree.html)
* [Deprecated](http://docs.google.com/deprecated-list.html)
* [Index](http://docs.google.com/index-files/index-1.html)
* [Help](http://docs.google.com/help-doc.html)
* Prev
* Next
* [Frames](http://docs.google.com/index.html?model/class-use/BoardCell.html)
* [No Frames](http://docs.google.com/BoardCell.html)
* [All Classes](http://docs.google.com/allclasses-noframe.html)

Uses of Class

model.BoardCell

* Packages that use [BoardCell](http://docs.google.com/model/BoardCell.html)

|  |  |
| --- | --- |
| * Package | * Description |
| * [model](#3znysh7) |  |

### Uses of [**BoardCell**](http://docs.google.com/model/BoardCell.html) in [**model**](http://docs.google.com/model/package-summary.html)Methods in [model](http://docs.google.com/model/package-summary.html) that return [BoardCell](http://docs.google.com/model/BoardCell.html)

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| * + Modifier and Type | * + Method and Description |
| * + [BoardCell](http://docs.google.com/model/BoardCell.html) | * + Game.[**getBoardCell**](http://docs.google.com/model/Game.html#getBoardCell(int,%20int))(int rowIndex, int colIndex) |
| * + static [BoardCell](http://docs.google.com/model/BoardCell.html) | * + BoardCell.[**getNonEmptyRandomBoardCell**](http://docs.google.com/model/BoardCell.html#getNonEmptyRandomBoardCell(java.util.Random))(java.util.Random random) Generates a random BoardCell using the specified Random object. |
| * + static [BoardCell](http://docs.google.com/model/BoardCell.html) | * + BoardCell.[**valueOf**](http://docs.google.com/model/BoardCell.html#valueOf(java.lang.String))(java.lang.String name) Returns the enum constant of this type with the specified name. |
| * + static [BoardCell](http://docs.google.com/model/BoardCell.html)[] | * + BoardCell.[**values**](http://docs.google.com/model/BoardCell.html#values())() Returns an array containing the constants of this enum type, in the order they are declared. |

* + Methods in [model](http://docs.google.com/model/package-summary.html) with parameters of type [BoardCell](http://docs.google.com/model/BoardCell.html)

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| * + Modifier and Type | * + Method and Description |
| * + void | * + Game.[**setBoardCell**](http://docs.google.com/model/Game.html#setBoardCell(int,%20int,%20model.BoardCell))(int rowIndex, int colIndex, [BoardCell](http://docs.google.com/model/BoardCell.html) boardCell) |
| * + void | * + Game.[**setBoardWithColor**](http://docs.google.com/model/Game.html#setBoardWithColor(model.BoardCell))([BoardCell](http://docs.google.com/model/BoardCell.html) cell) Initializes the board with the specified color. |
| * + void | * + Game.[**setColWithColor**](http://docs.google.com/model/Game.html#setColWithColor(int,%20model.BoardCell))(int colIndex, [BoardCell](http://docs.google.com/model/BoardCell.html) cell) Initializes column with the specified color. |
| * + void | * + Game.[**setRowWithColor**](http://docs.google.com/model/Game.html#setRowWithColor(int,%20model.BoardCell))(int rowIndex, [BoardCell](http://docs.google.com/model/BoardCell.html) cell) Initializes row with the specified color. |

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