

## BoardPlusModel

### Constructor Summary

<code>BoardPlusModel(int length)</code>	Creates a one-dimensional board of the specified length.
<code>BoardPlusModel(int numberOfRows, int numberOfColumns)</code>	Creates a two-dimensional board of the specified dimensions.

### Method Summary

<code>BoardPlusModel</code>	<code>clone()</code>
void	<code>displayMessage(String message)</code>
boolean	<code>equals(BoardPlusModel otherBoard)</code>
Coordinate	<code>getClick()</code>
<code>Color</code>	<code>getColour(int row, int col)</code>
boolean	<code>isPegAt(int column)</code>
boolean	<code>isPegAt(int row, int column)</code>
boolean	<code>putPeg(Color pegColour, int pegPosition)</code> Puts a peg on the one-dimensional board at the specified column.
boolean	<code>putPeg(Color pegColour, int pegRow, int pegColumn)</code> Puts a peg on the two-dimensional board at the specified position.
boolean	<code>removePeg(int pegPosition)</code> Removes a peg from the one-dimensional board at the specified column.
boolean	<code>removePeg(int pegRow, int pegColumn)</code> Removes a peg from the two-dimensional board from the specified coordinates.
<code>String</code>	<code>toString()</code>

## CS133 Midterm Reference Sheet

### Character

static boolean	<code>isDigit(char ch)</code> Determines if the specified character is a digit.
static boolean	<code>isLetter(char ch)</code> Determines if the specified character is a letter.
static boolean	<code>isLetterOrDigit(char ch)</code> Determines if the specified character is a letter or digit.
static boolean	<code>isLowerCase(char ch)</code> Determines if the specified character is a lowercase character.
static boolean	<code>isUpperCase(char ch)</code> Determines if the specified character is an uppercase character.
static boolean	<code>isWhitespace(char ch)</code> Determines if the specified character is white space according to Java.

### String

boolean	<code>equalsIgnoreCase(String anotherString)</code> Compares this <code>String</code> to another <code>String</code> , ignoring case considerations.
int	<code>indexOf(int ch)</code> Returns the index within this string of the first occurrence of the specified character.
int	<code>indexOf(int ch, int fromIndex)</code> Returns the index within this string of the first occurrence of the specified character, starting the search at the specified index.
int	<code>indexOf(String str)</code> Returns the index within this string of the first occurrence of the specified substring.
int	<code>lastIndexOf(int ch)</code> Returns the index within this string of the last occurrence of the specified character.
int	<code>lastIndexOf(int ch, int fromIndex)</code> Returns the index within this string of the last occurrence of the specified character, searching backward starting at the specified index.
int	<code>length()</code> Returns the length of this string.
<code>String</code>	<code>replace(char oldChar, char newChar)</code> Returns a new string resulting from replacing all occurrences of <code>oldChar</code> in this string with <code>newChar</code> .
<code>String</code>	<code>substring(int beginIndex)</code> Returns a new string that is a substring of this string.
<code>String</code>	<code>substring(int beginIndex, int endIndex)</code> Returns a new string that is a substring of this string.
<code>String</code>	<code>toLowerCase()</code> Converts all of the characters in this <code>String</code> to lower case using the rules of the default locale.
<code>String</code>	<code>toUpperCase()</code> Converts all of the characters in this <code>String</code> to upper case using the rules of the default locale.
<code>String</code>	<code>trim()</code> Returns a copy of the string, with leading and trailing whitespace omitted.
static <code>String</code>	<code>valueOf(double d)</code> Returns the string representation of the <code>double</code> argument.
static <code>String</code>	<code>valueOf(int i)</code> Returns the string representation of the <code>int</code> argument.