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package hu.elte.prt.eightqueens;

import hu.elte.prt.eightqueens.model.Engine;
import hu.elte.prt.eightqueens.view.Frame;

public class Launcher {

    public static void main(String[] args) {
        Engine engine = new Engine();
        Frame frame = new Frame(engine);
        engine.startNewGame();
        frame.showFrame();
    }
}
```