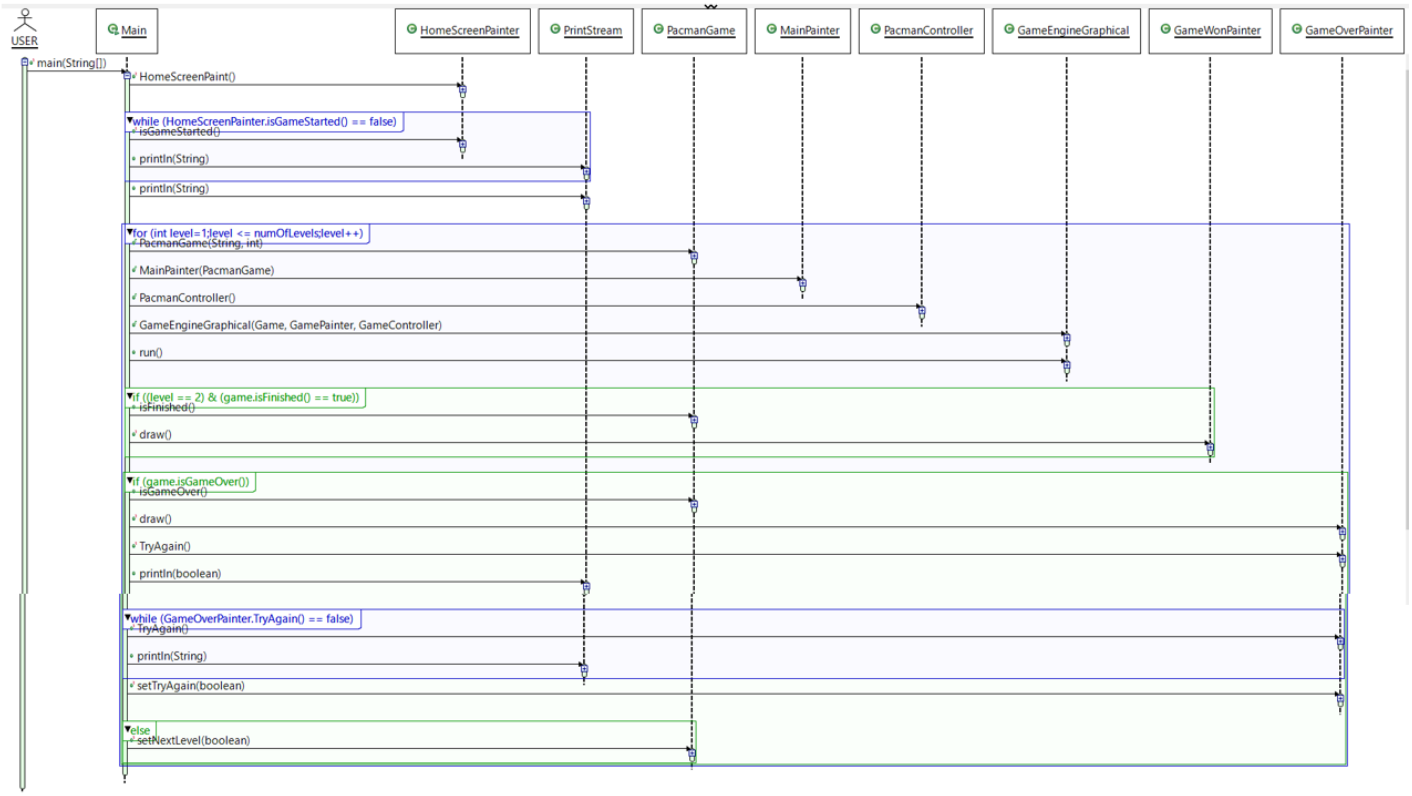
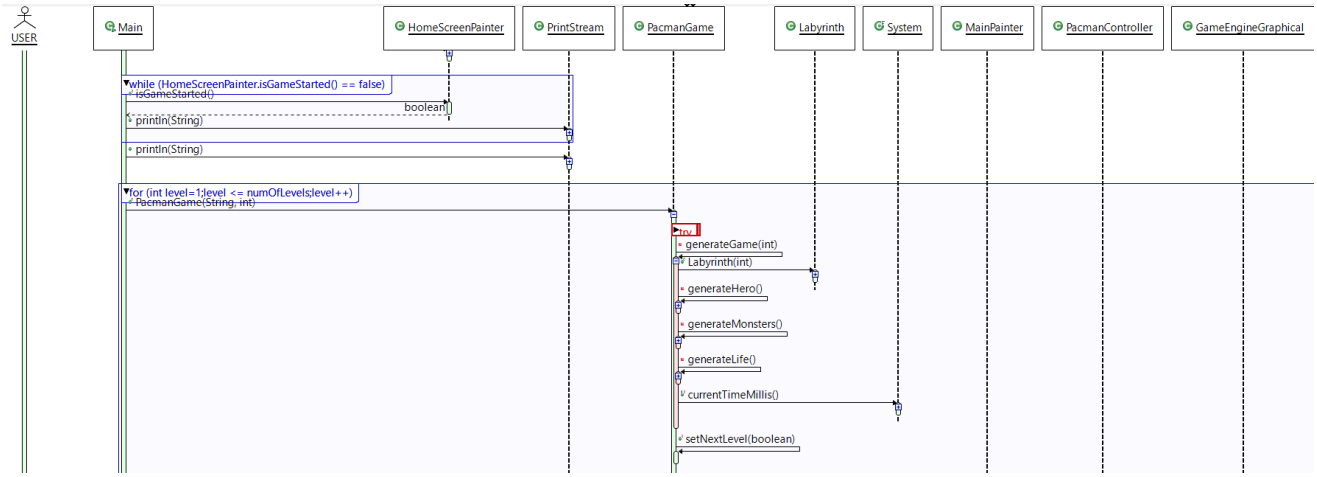
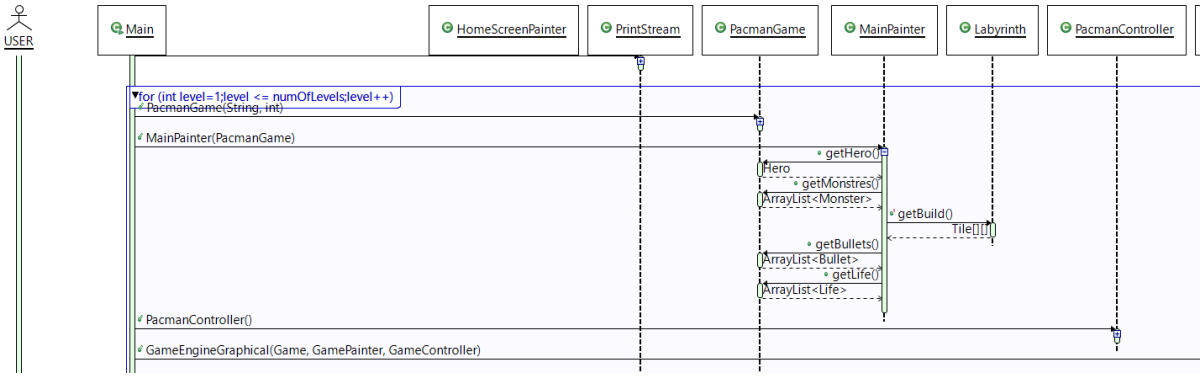
Diagramme de séquence finale:

Diagramme global :



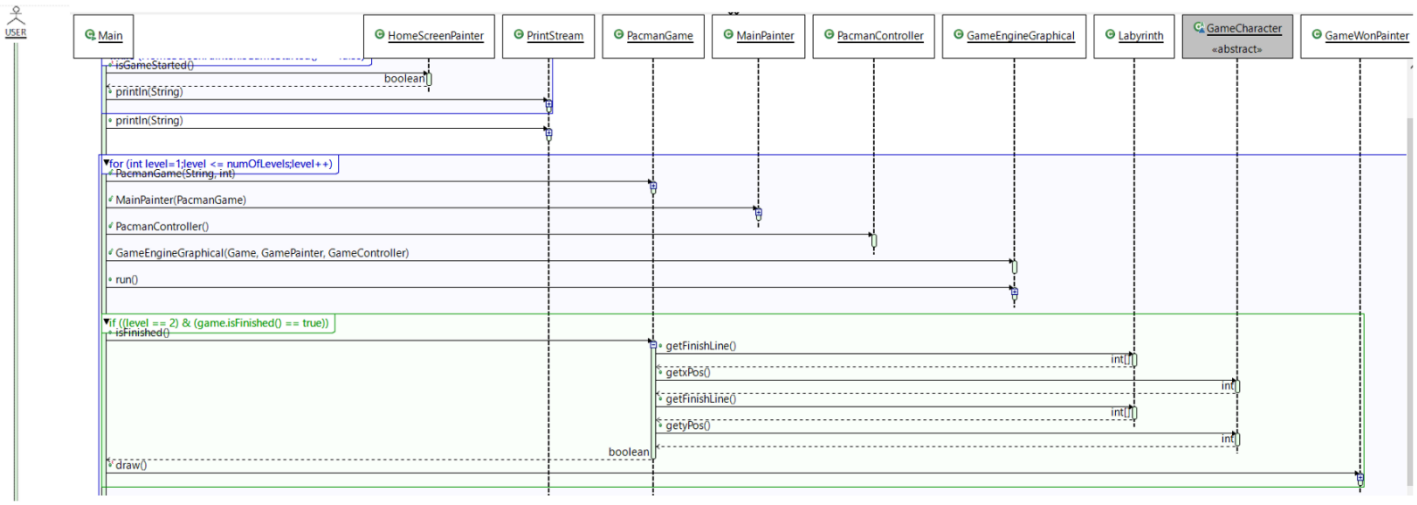
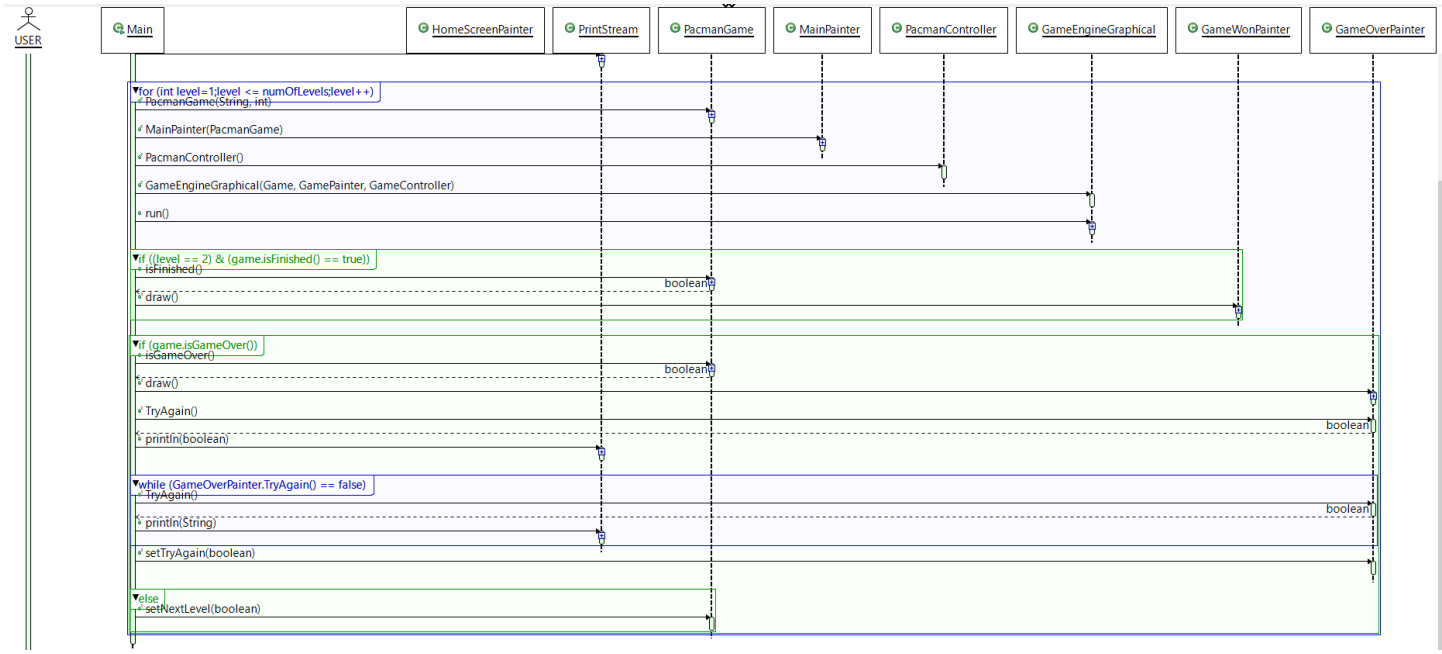


MainPainter(PacmanGame) :



Run() :

isFinished() :



If isGameOver() :