

# Hierarchy For Unnamed Package

## Class Hierarchy

- java.lang.**Object** [↗](#)
  - **CarrotFactory**
  - java.awt.**Component** [↗](#) (implements java.awt.image.[ImageObserver](#) [↗](#), java.awt.[MenuContainer](#) [↗](#), java.io.[Serializable](#) [↗](#))
    - java.awt.**Container** [↗](#)
      - javax.swing.**JComponent** [↗](#) (implements java.io.[Serializable](#) [↗](#))
        - javax.swing.**JPanel** [↗](#) (implements javax.accessibility.[Accessible](#) [↗](#))
          - **TelaBase** (implements java.awt.event.[ActionListener](#) [↗](#))
            - **TelaBoss**
            - **TelaGameOver**
            - **TelaInicio**
            - **TelaJogo**
            - **TelaSecreta**
            - **TelaVitoria**
      - java.awt.**Window** [↗](#) (implements javax.accessibility.[Accessible](#) [↗](#))
        - java.awt.**Frame** [↗](#) (implements java.awt.[MenuContainer](#) [↗](#))
          - javax.swing.**JFrame** [↗](#) (implements javax.accessibility.[Accessible](#) [↗](#), javax.swing.[RootPaneContainer](#) [↗](#), javax.swing.[WindowConstants](#) [↗](#))
            - **Start**
    - java.awt.event.**KeyAdapter** [↗](#) (implements java.awt.event.[KeyListener](#) [↗](#))
      - **TelaBoss.GameKeyAdapter**
      - **TelaJogo.GameKeyAdapter**
    - **MusicPlayer**
    - **ObjetoColidivel**
      - **Parede**
      - **Player**
      - **Porta**
      - **Projtil**
      - **TelaBoss.Boss**
        - **TelaBoss.Cappuccino**
        - **TelaBoss.CerberaNimbus**
        - **TelaBoss.GigaSlime**
        - **TelaBoss.Larry**
        - **TelaBoss.MofadaBombada**
        - **TelaBoss.NaveMaeranha**
        - **TelaBoss.SirPlatoH**
      - **TelaJogo.Inimigo**
        - **TelaJogo.AlgodogDoce**
        - **TelaJogo.Alho**
        - **TelaJogo.Armandibula**
        - **TelaJogo.Chocochato**
        - **TelaJogo.Flyme**
        - **TelaJogo.GigaBot**
        - **TelaJogo.Malandranha**
        - **TelaJogo.Morcerango**
        - **TelaJogo.Prato**
        - **TelaJogo.QueijoBoxer**
        - **TelaJogo.Slime**
        - **TelaJogo.SlimeBot**
      - **TelaJogo.Inimigo.CampoDeVisao**
    - **Particle**
      - **Alert**
      - **Pof**
    - **TelaBoss.BossManager**
    - **TelaBoss.BossManager.BossLayout**
    - **TelaBoss.CerberaNimbus.AlgodaoFactory**
    - **TelaJogo.AlgodogDoce.AlgodaoFactory**
    - **TelaJogo.DungeonManager**
    - **TelaJogo.DungeonManager.DungeonLayout**
    - **TelaJogo.Prato.KnifeFactory**

# Enum Class Hierarchy

- java.lang.**Object**[↗](#)
  - java.lang.**Enum**[↗](#)<E> (implements java.lang.**Comparable**[↗](#)<T>, java.lang.constant.**Constable**[↗](#), java.io.**Serializable**[↗](#))
    - **Direction**
    - **ObjetoColidivel.CollisionLayer**
    - **TelaBase.EstadoJogo**
    - **TelaJogo.Alho.Estagio**