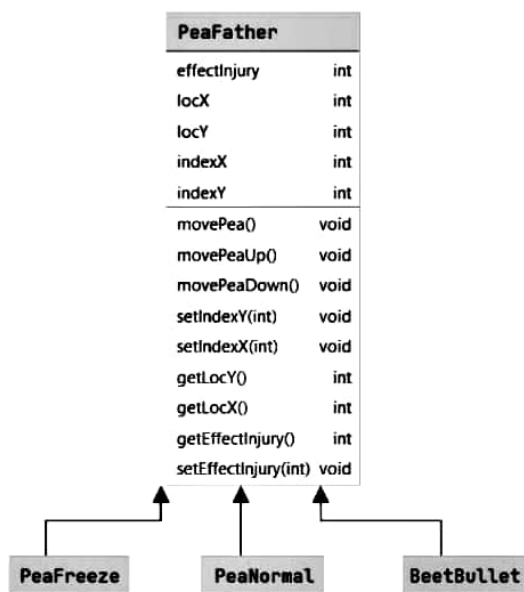


GameFrame		
newOrResumeGame	BufferedImage	
field	BufferedImage	
backyard	BufferedImage	
fistScreen	BufferedImage	
sunCartActive	BufferedImage	
sunCartInactive	BufferedImage	
activeCartPea	BufferedImage	
inactiveCartPea	BufferedImage	
activeCartFPea	BufferedImage	
inactiveCartFPea	BufferedImage	
cartWalnutAct	BufferedImage	
cartWalnutInact	BufferedImage	
cartCherryAct	BufferedImage	
cartCherryInact	BufferedImage	
cartBeetAct	BufferedImage	
cartBeetInact	BufferedImage	
cartTallnutAct	BufferedImage	
cartTallnutInact	BufferedImage	
winImage	BufferedImage	
stopMenu	BufferedImage	
staticLawnImg	Image	
moveLawnImg	Image	
imgSFNormal	Image	
imgSFReady	Image	
imgSFDying	Image	
GAME_HEIGHT	int	
GAME_WIDTH	int	
bufferStrategy	BufferStrategy	
initBufferStrategy()	void	
render(GameState)	void	
doRendering(Graphics2D, GameState)	void	
paintTotalSun(GameState, Graphics)	void	

Source	
start	Integer
type	int
totalSun	int
mouseX	int
mouseY	int
wantPlant	Boolean
counterTime	int
plants	ArrayList<ArrayList<Plant>>
isZombyInRow	Boolean[]
lawnMowers	LawnMower[]
nameCart	String
sunCartTime	int
npeaCartTime	int
fpeaCartTime	int
cherryCartTime	int
walnutCartTime	int
beetCartTime	int
tallnutCartTime	int
jelapenoCartTime	int
bornSkyTime	int
sunSky	Sun
zombies	ArrayList<Zombie>
zombiesNumber	int
startTime	long
realTime	long
nowTime	long
startTimeSet	int
counter	int
gameOver	Boolean
saveToFile	int
name	String
login	Login
time	long
getType()	int
setType(int)	void
getTotalSun()	int
setTotalSun(int)	void
getMouseX()	int
getMouseY()	int
setMouseX(int)	void
setMouseY(int)	void
getPlants()	ArrayList<ArrayList<Plant>>
getIsZombyInRow()	Boolean[]
getLawnMowers()	LawnMower[]
getNameCart()	String
setNameCart(String)	void
getBornSkyTime()	int
setBornSkyTime(int)	void
getSunSky()	Sun
setSunSky(Sun)	void
getZombies()	ArrayList<Zombie>
getZombiesNumber()	int
setZombiesNumber(int)	void
setRealTime(long)	void
getRealTime()	long
getName()	String
setName(String)	void

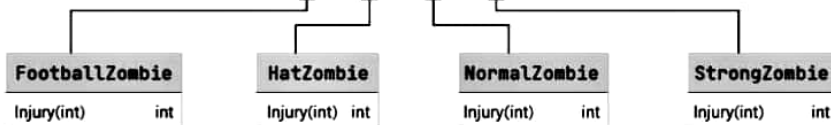


Sun	
locX	int
locY	int
value	int
timeDisAppear	int
bornTime	int
yLocEarth	int
setBornTime(int)	void
getLocX()	int
getLocY()	int
getBornTime()	int
moveFromSkyToEarth()	void
setyLocEarth(int)	void

GameLoop	
FPS	int
source	Source
canvas	GameFrame
state	GameState
listener	Listener
login	Login
name	String
hardNormal	int
numInit	int
m	int
init()	void
run()	void

MakeSound	
BUFFER_SIZE	int
soundFile	File
audioStream	AudioInputStream
audioFormat	AudioFormat
sourceLine	SourceDataLine
backgroundFileSound	String
menuFileSound	String
source	Source
zombiesComing	String
playSound(String)	void
run()	void

Zombie	
life	int
locX	int
locY	int
speed	float
move	boolean
isburnt	boolean
timeBurnt	int
rowIndex	int
Injury(int)	int
move()	void
reduceLife(int)	void
stop()	void
run()	void
getTimeBurnt()	int
isIsburnt()	boolean
getLife()	int
getLocX()	int
getLocY()	int
getSpeed()	float
getRowIndex()	int
setLife(int)	void
setLocX(int)	void
setLocY(int)	void
setMove(boolean)	void
setIsburnt(boolean)	void
setTimeBurnt(int)	void
setSpeed(float)	void



GameState	
source	Source
login	Login
newOrResumeGame()	int
update()	void
removeZombie()	void
zombiesInjuring()	void
checkZombieInRow()	void
eating(ArrayList<Zombie>, ArrayList<ArrayList<Plant>>)	void
getPlants()	ArrayList<ArrayList<Plant>>
getTotalSun()	int
plantToMap()	void
getCounterTime()	int
getStart()	Integer
getZombies()	ArrayList<Zombie>
getNameCart()	String
getType()	int
cherryBomb()	void
addLawnMover()	void
sunFromSky()	void
getLawnMowers()	LawnMower[]
getSunSky()	Sun
setNameCart(String)	void
getLoginFromGameLoop(Login)	void

WriteObject	
out	ObjectOutputStream
address	String
closeFile()	void
writeObjectToFile(Object)	void

ReadObj	
in	ObjectInputStream
closeFile()	void
readFromFile()	Object

Main	
makeSound	MakeSound
main(String[])	void

RankingFrame	
rankingFrame	JFrame
rankText	JTextArea

GuideFrame	
rankingFrame	JFrame
rankText	JTextArea

Login	
loginForm	JFrame
loginOld	JButton
loginNew	JButton
unameField	TextField
newGamer	TextField
result	String
name	String
showGUI()	void
UnShow()	void
requestToServer(String)	void

Listener	
keyHandler	KeyListener
mouseHandler	MouseListener
sound	Boolean
hardNormal	int
state	GameState
getKeyListener()	KeyListener
getMouseListener()	MouseListener
getMouseMotionListener()	MouseMotionListener

LawnMower	
locX	int
locY	int
isMove	Boolean
move()	void
getLocY()	int
getLocX()	int
getIsMove()	Boolean
setIsMove(Boolean)	void

ThreadPool	
executor	ExecutorService
init()	void
execute(Runnable)	void
shutdown()	void
shutdownNow()	void