ReactionGame

+ *ReactionGame()*
+ *start()*
+ *setPlayText()*
+ *gameAreaSetup()*
+ *handleGame()*
+ *startTimer()*
+ *finishTimer()*
+ *menuSetup()*
+ *topPanelSetup()*

MainMenu

+ *restart()*
+ *start()*
+ *mainMenuSetup()*
+ *mainBtnsSetup()*

+ *btnActionSetup()*

HearingTest

+ *HearingTest()*
+ *start()*
+ *loadSound()*
+ *setPlayText()*
+ *gameAreaSetup()*
+ *handleGame()*
+ *startTimer()*
+ *finishTimer()*
+ *menuSetup()*
+ *topPanelSetup()*

AimGame

+ *AimGame()*
+ *start()*
+ *roundOver()*
+ *averageTime()*
+ *drawTarget()*
+ *setBackground()*
+ *startBtnSetup()*
+ *menuSetup()*
+ *topPanelSetup()*

MathTest

+ *MathTest()*
+ *start()*
+ *showEquation()*
+ *submitBtnSetup()*
+ *handleAction()*
+ *roundOver()*
+ *averageTime()*
+ *startBtnSetup()*
+ *setBackground()*
+ *menuSetup()*
+ *topPanelSetup()*

VerbalTest

+ *VerbalTest()*
+ *start()*
+ *gameHUD()*
+ *startBtnSetup()*
+ *handleEvent()*
+ *showButtons()*
+ *wrongChoice()*
+ *addToSeen()*

+ *checkIfSeen()*
+ *gameOverShow()*
+ *showWord()*
+ *readFile()*
+ *setBackground()*
+ *menuSetup()*
+ *topPanelSetup()*

VisualTest

+ *VisualTest()*
+ *start()*
+ *startBtnSetup()*
+ *nextScreen()*
+ *updateGUI()*
+ *setupBlank()*
+ *clearLists()*
+ *checkIfRight()*
+ *checkInput()*
+ *checkGameOver()*

+ *gameOverShow()*
+ *setupPattern()*
+ *showPattern()*
+ *showBlank()*
+ *setupImages()*
+ *setBackground()*
+ *gameHUD()*
+ *menuSetup()*
+ *topPanelSetup()*

ChimpTest

+ *ChimpTest()*
+ *start()*
+ *setBackground()*
+ *startBtnSetup()*
+ *showNumbers()*
+ *setupTest()*
+ *endRound()*
+ *clearList()*
+ *setEndInt()*
+ *checkInput()*
+ *setupImages()*

+ *endGame()*
+ *menuSetup()*
+ *topPanelSetup()*

TypingTest

+ *TypingTest()*
+ *start()*
+ *keyHandler()*
+ *startTimer()*
+ *readParagraph()*
+ *pickParagraph()*
+ *clearLists()*
+ *startBtnSetup()*
+ *handleEvent()*

+ *calculateWPM()*
+ *endgame()*
+ *showParagraph()*
+ *setBackground()*
+ *menuSetup()*
+ *topPanelSetup()*