

GameScreen



```
graph LR; GameScreen[GameScreen] --> setPanelSize[setPanelSize]
```

A diagram illustrating a method call. On the left, a gray rectangular box with a black border contains the text "GameScreen". A dark blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right. This second box contains the text "setPanelSize".

setPanelSize