game Event Listener App board: Game Panel App()Game Event Listener (Jame Briel) main (atring[]):void Key Released (Key Event): void KeyPrensed (KeyEvent): void abstract Bomb Sprite Bomb (int, int) mage: mage mitialize 11 void dead : bollean x: int move () : void y:int Spoa Ship de: int more (): void Spore Ship () Sprite () initialize (): void more (): void die (): void Key Prened (Key Event): void set mage (Image): void Key Released (Key Frent): roid get Image (): Image

set x (int): void

set Y (int): void

get Y(): int

get x(): int

set Dead (bal): void

in Dead((): balean

Lover ()
Lover (int, int)
initialize (): void
more (): void

Every Ship
viole: baleon

Fremy Ship (int, int)
initialize (): void
more (int): void
is Viole (): badeon

set Visible (balean) wid

Constanto

TITLE: String BOARD-WIDTH: int BOARD - HEIGHT: int

BORDER_RIGHT: int

BORDER _ LEFT : int

GROUND : int

BOMB-HEIGHT: int

ENEMY_SHIP_HEIGHT: int

ENEMY - SHIP - WIDTH : int

ENEMY_SHIP_INIT_X: int

ENEMY_SHIP_(OLUMN: int

60_DOWN: int

NUMBER - OF _ ALIEN _ TO _ DESTROY: int

BOMB_DROPPING-PROBABILITY: double

GAME_ SPEED = int

SPACESHIP_WIDTH: int

SPACESHIP_HEIGHT: int

LASER-HONIZONTAL_TRANSLATION: int

UFO_IMAGE_URL: String LASER_MAGE_URL: String

BONB_[MAGE_URL: String BACKGROUND_IMAGE_URL: String

SPACESHIP_ULL: Soning

WIN: Sting

GAME_OVER: String

Constanta ()