## MainMenuView

### CRC

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| MainMenuView | |
| Responsibilities:  Provide an interface between the human and the system. | Collaborator: Main menu view talks through the abstract view interface to the view controller, so the view controller knows when to change views. |

### Description / Overview

Main menu view is the main hub for all views. From here you have five buttons: create game, rules, stats, robot manager, and quit. The create game, stats, robot manager buttons will send a message to the view controller telling it to change to each respective view. The rules button will open a rules window, displaying the rules. The quit button will shut down the program.

### Method Overview

[*public MainMenuView()*](#_Void_method1(String_arg0,)

### Method Writeups

#### public MainMenuView()

The constructor for the main menu view will set up all the five buttons and set the title text.