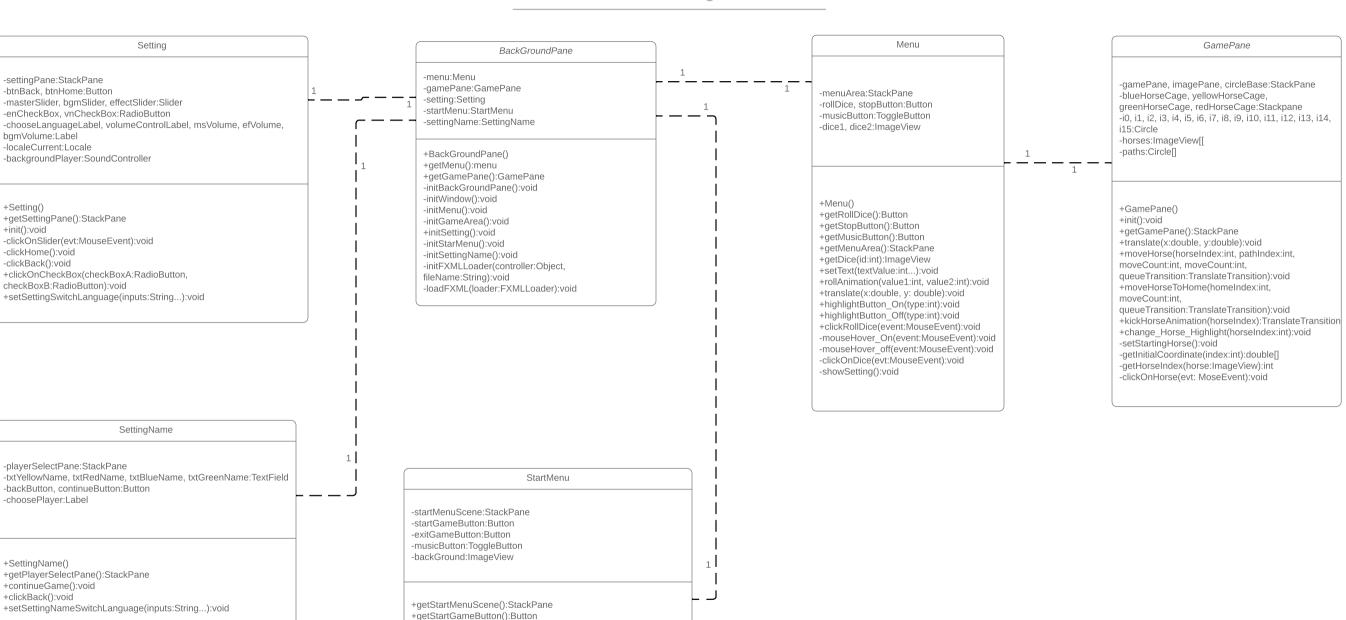
View Class Diagram



+getExitGameButton():Button +getMusicButton():ToggleButton +getBackGround():ImageView +highlightButton_On(type:int):void +highlightButton_Off(type:int):void -mouseHover_On(event:MouseEvent):void -mouseHover_off(event:MouseEvent):void

-exitPlatform():void