



BlankCell



Laser

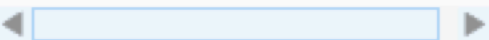
- Last Modified Classes
- Most Viewed Classes
- Work
- ConfigurationOfLaserGame
- LaserGame-Model**
- LaserGame-Tests

BlankCell

- Grid
- MirrorCell
- TargetCell

-- all --
accessing
testing

activeSegments
activeSegments:
isOff
isOn



Groups

Hierarchy

☐ Class side

Comments

BlankCell >>#activeSegments:

Object subclass: #BlankCell
instanceVariableNames: 'activeSegments'
classVariableNames: ''
category: 'LaserGame-Model'

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