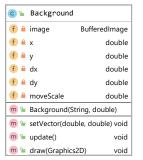
C 1	SimpleGame	
f) 1	·	int
	snakexlength	int[]
	snakeylength	int[]
f A		boolean
f) A		boolean
f a	3	boolean
	down	boolean
	gameOver	boolean
-	rightmouth	Imagelcon
	upmouth	Imagelcon
	downmouth	Imagelcon
	leftmouth	Imagelcon
	snakeimage	Imagelcon
	lengthsnake	int
	timer	Timer
f a	delay	int
f a	Simplefruitxpos	int[]
f A	Bigfruitxpos	int[]
f A	Decreasefruitxpos	int[]
f A	Bombfruitxpos	int[]
f 🔒	fruitypos	int[]
f 🔒	Obstaclexpos	int[]
f 🖺	Obstacleypos	int[]
f 🔒	Simplefruit	Imagelcon
f 🔒	Bigfruit	Imagelcon
f 🖴	Decreasefruit	Imagelcon
f 🖴	Bombfruit	Imagelcon
f A	Castleobstacle	Imagelcon
f A	random	Random
f A	xpos	int
f A	ypos	int
f A	randomFruit	Random
f A	PopsUp	int
	score	int
	moves	int
	titleImage	Imagelcon
_	SimpleGame()	
	paint(Graphics)	void
	actionPerformed(Action	Event) void
	keyTyped(KeyEvent)	void
m 1	keyPressed(KeyEvent)	void

C 1	StarGame	
f 1		int
_	snakexlength	int[]
_	snakeylength	int[]
f a	, ,	boolean
	right	boolean
f a	•	boolean
	down	boolean
	gameOver	boolean
-	rightmouth	Imagelcon
	upmouth	Imagelcon
f •	•	Imagelcon
	leftmouth	Imagelcon
	snakeimage	Imagelcon
_	lengthsnake	int
	timer	Timer
	delay	int
_	Simplefruitxpos	int[]
	Bigfruitxpos	int[]
	Decreasefruitxpos	int[]
	Bombfruitxpos	int[]
	fruitypos	int[]
_	Obstaclexpos	int[]
	Obstacleypos	int[]
	Simplefruit	Imagelcon
	Bigfruit	Imagelcon
	Decreasefruit	Imagelcon
	Bombfruit	Imagelcon
_	Castleobstacle	Imagelcon
	random	Random
f a		int
f a		int
_	randomFruit	Random
	PopsUp	int
	score	int
	moves	int
	titleImage	Imagelcon
	StarGame()	imagereon
_	paint(Graphics)	void
	actionPerformed(Action	
	keyTyped(KeyEvent)	void
m .	keyPressed(KeyEvent)	void

C L	KittyGame	
f 🚡	time	int
f 🔒	snakexlength	int[]
f ≜	snakeylength	int[]
€ e	gameOver	boolean
f 🔒	left	boolean
f 🖺	right	boolean
f 🖺	up	boolean
f 🔒	down	boolean
f 🖺	rightmouth	Imagelcon
f 🖺	upmouth	Imagelcon
f 🔒	downmouth	Imagelcon
f 🖺	leftmouth	Imagelcon
f 🔒	snakeimage	Imagelcon
f 🔒	lengthsnake	int
f 🖴	timer	Timer
f 🔒	delay	int
f 🖴	Simplefruitxpos	int[]
f 🔒	Bigfruitxpos	int[]
f 🔒	Decreasefruitxpos	int[]
f 🖴	Bombfruitxpos	int[]
f 🔒	fruitypos	int[]
f 🔒	Simplefruit	Imagelcon
f 🔒	Bigfruit	Imagelcon
f 🔒	Decreasefruit	Imagelcon
f 🔒	Bombfruit	lmagelcon
f 🖴	Castleobstacle	Imagelcon
f 🖴	random	Random
f 🔒	xpos	int
f 🔒	ypos	int
f 🖴	randomFruit	Random
f 🔒	PopsUp	int
f 🔒	score	int
f 🖴	moves	int
f 🔒	titleImage	Imagelcon
m 🔓	KittyGame()	
m 🚡	paint(Graphics)	void
m 🔓	actionPerformed(Action	Event) void
_	keyTyped(KeyEvent)	void
_	keyPressed(KeyEvent)	void
	keyReleased(KeyEvent)	void

© ⊆ GameState	© <u>%</u>	GamePanel		
f gsm GameStatel	≨ € 1	WIDTH	int	
(m) 🐿 update()	(f) 🚡	HEIGHT	int	
m a draw(Graphics20	O) void	€	SCALE	int
m = keyPressed(int) void		f a	thread	Thread
m = keyReleased(int)	void	f a	running	boolean
^		f ≜	FPS	int
		f a	targetTime	long
	f ≜	image Bu	fferedImage	
• • • • • • • • • • • • • • • • • • • •	f ≜	g	Graphics2D	
	Background	f ≜	gsm GameSt	ateManager
f ≜ currentChoice in		m a	GamePanel()	
f ≜ options St			addNotify()	void
f a titleColor	Color		init()	void
f a titleFont	Font	m 1	-0	void
f ≜ font Fon		m a	· ·	void
m 🚡 MenuState(GameSta		update()		
m ¹= update() void		m a	draw()	void
m 🔓 draw(Graphics2D) vo			drawToScreen()	
m a select() vo			keyTyped(KeyE	
m = keyPressed(int) void		m 1=	keyPressed(Key	Event) void
keyReleased(int) void		_ m 🚡	keyReleased(Ke	yEvent) void
w = keyneleaseu(IIII)	volu	1		



m 🚡 keyReleased(KeyEvent)

void



m 🖆 keyReleased(KeyEvent)



void