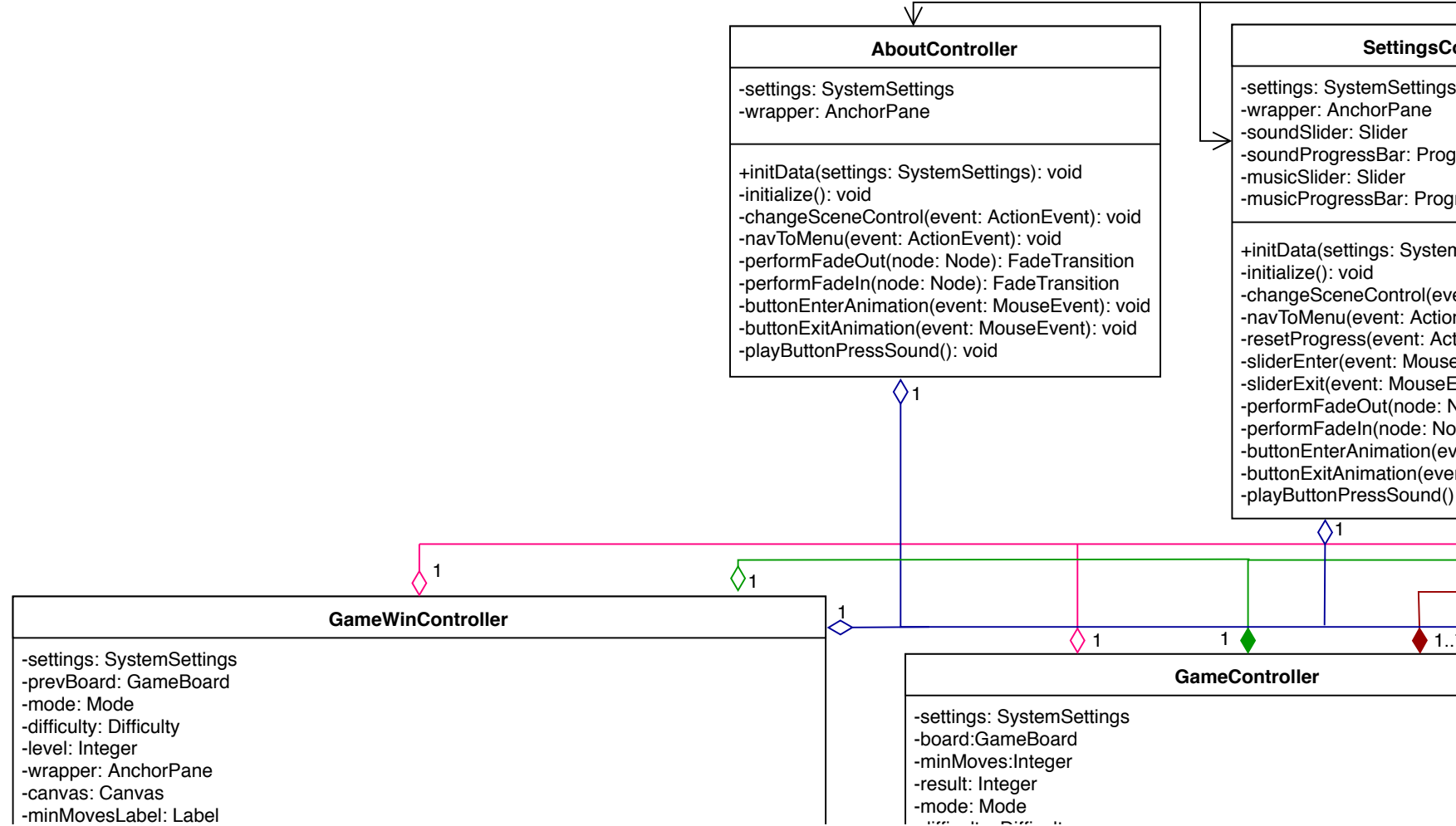
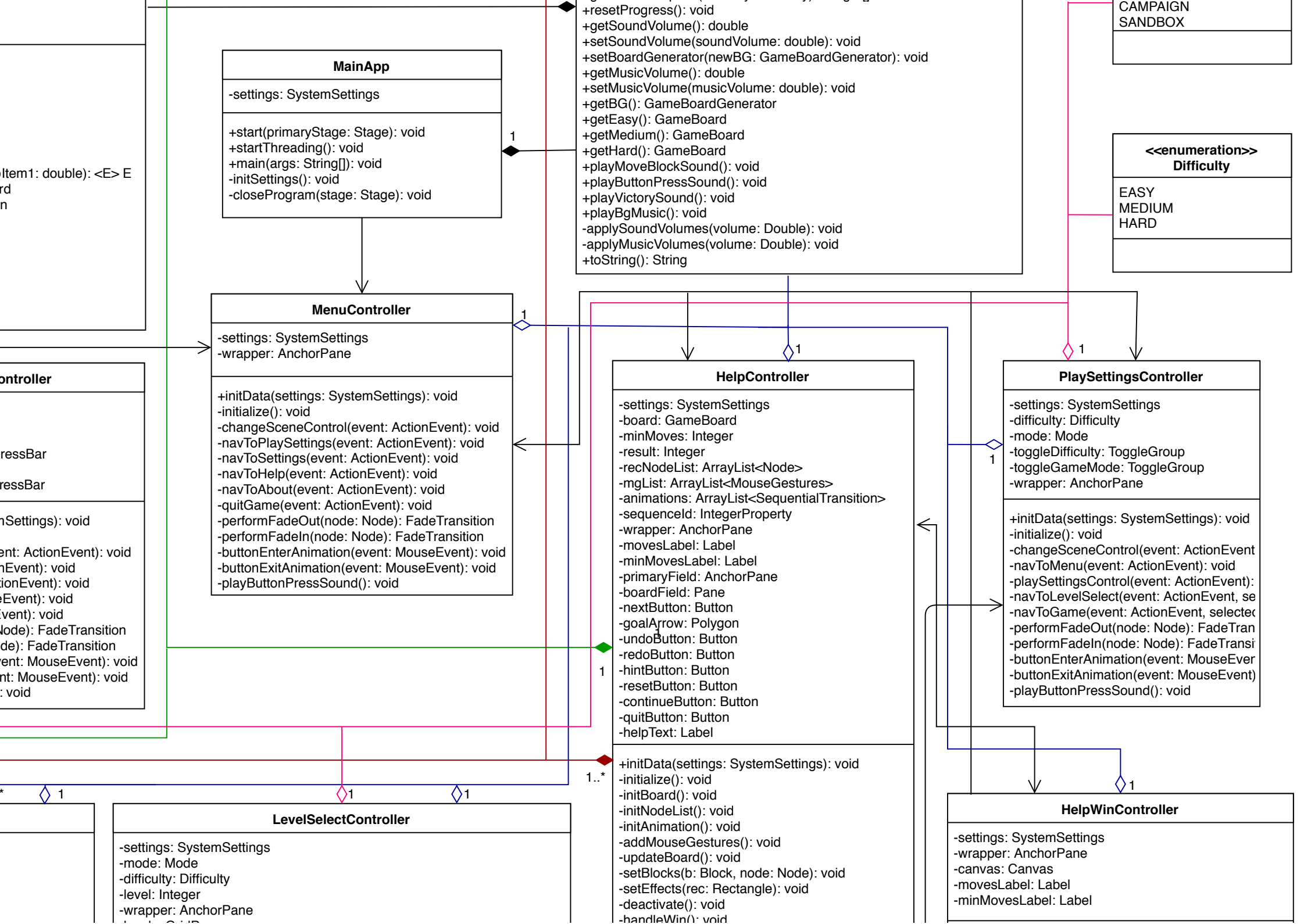


+flashCode(): int
+equals(obj: Object): boolean
+toString(): String

-fillInProb: double
-refKey: String

+getEasy(): GameBoard
+getMedium(): GameBoard
+getHard(): GameBoard
-generateFast(d: Difficulty): GameBoard
-initHeuristics(d: Difficulty): void
-newEndGameBoardList(): List<GameBoard>
-newEndGameBoard(): GameBoard
-randomBinaryChoice(item1: E, item2: E, prob: double): E
-generateGameBoard(d: Difficulty): GameBoard
-containsRef(n1: List<Node>, n: Node): boolean
-addMedium(): void
-addHard(): void
-pauseThread(): void
-resumeThread(): void
-toSleep(millis: long): void
+run(): void
+stopThread(): void





-movesLabel: Label
-nextLevelButton: Button
-levelSelectButton: Button

+initData(setting: SystemSettings, prevBoard: GameBoard, mode: Mode, difficulty: Difficulty, level: Integer, numMoves: Integer, minMoves: Integer, result: Integer): void
-initialize(): void
-drawMedals(result: Integer): void
-changeSceneControl(event: ActionEvent): void
-navToNextLevel(event: ActionEvent): void
-navToLevelSelect(event: ActionEvent): void
-restartLevel(event: ActionEvent): void
-navToMenu(event: ActionEvent): void
-performFadeOut(node: Node): FadeTransition
-performFadeIn(node: Node): FadeTransition
-buttonEnterAnimation(event: MouseEvent): void
-buttonExitAnimation(event: MouseEvent): void
-playButtonPressSound(): void

-difficulty: Difficulty
-level: Integer
-recNodeList: ArrayList<Node>
-mgList: ArrayList<MouseGestures>
-solverThread: Service<Void>
-solverBlock: Block
-wrapper: AnchorPane
-modeLabel: Label
-difficultyLabel: label
-levelLabel: private
-movesLabel: Label
-minMovesLabel: Label
-primaryField: AnchorPane
-boardField: Pane
-nextButton: Button
-goalArrow: Polygon
-undoButton: Button
-redoButton: Button
-hintButton: Button
-resetButton: Button
-levelSelectButton: Button
-quitButton: Button

+initData(settings: SystemSettings, oldBoard: GameBoard, mode: Mode, difficulty: Difficulty, level: Integer): void
-initialize(): void
-initBoard(oldBoard: GameBoard): void
-initSolver(): void
-initNodeList(): void
-initMouseGestures(): void
-initAnimations(): void
-updateBoard(): void
-setBlocks(b: Block, node: Node): void
-setEffects(rec: Rectangle): void
-handleWin(): void
-animateWinSequence(): void
-pulse(node: Node): FadeTransition
-changeSceneControl(event: ActionEvent): void
-showGameWin(event: ActionEvent): void
-navToLevelSelect(event: ActionEvent): void
-navToMenu(event: ActionEvent): void
-undoMove(event: ActionEvent): void
-redoMove(event: ActionEvent): void
-showHint(event: ActionEvent): void
-resetBoard(event: ActionEvent): void
-disableGameButtons(): void
-enableGameButtons(): void
-disableAllButtons(): void
-performFadeOut(node: Node): FadeTransition
-performFadeIn(node: Node): FadeTransition
-buttonEnterAnimation(event: MouseEvent): void
-buttonExitAnimation(event: MouseEvent): void
-playButtonPressSound(): void
-playVictorySound(): void



-levels: GridPane
-toggleLevel: ToggleGroup
-modeLabel: Label
-difficultyLabel: Label

+initData(settings: SystemSettings, mode: Mode, difficulty: Difficulty): void
-initialize(): void
-applyLevelComplete(): void
-changeSceneControl(event: ActionEvent): void
-navToPlaySettings(event: ActionEvent): void
-navToGame(): void
-levelEnter(event: MouseEvent): void
-levelExit(event: MouseEvent): void
-performFadeOut(node: Node): FadeTransition
-performFadeIn(node: Node): FadeTransition
-buttonEnterAnimation(event: MouseEvent): void
-buttonExitAnimation(event: MouseEvent): void
-playButtonPressSound(): void

-handleWin(): void
-animateWinSequence(): void
-animationSequence1(): SequentialTransition
-animationSequence2(): SequentialTransition
-animationSequence3(): SequentialTransition
-animationSequence4(): SequentialTransition
-animationSequence5(): SequentialTransition
-getPlayerNode(): Node
-getHorizontalNodes(): ArrayList<Node>
-getVerticalNodes(): ArrayList<Node>
-pulse(node: Node): FadeTransition
-changeSceneControl(event: ActionEvent): void
-showHelpWin(event: ActionEvent): void
-navToMenu(event: ActionEvent): void
-undoMove(event: ActionEvent): void
-redoMove(event: ActionEvent): void
-showHint(event: ActionEvent): void
-resetBoard(event: ActionEvent): void
-continueAnimation(event: ActionEvent): void
-disableGameButtons(): void
-enableGameButtons(): void
-disableAllButtons(): void
-fadeOut(node: Node): FadeTransition
-fadeIn(node: Node): FadeTransition
-buttonEnterAnimation(event: MouseEvent): void
-buttonExitAnimation(event: MouseEvent): void
-playButtonPressSound(): void
-playVictorySound(): void

+initData(settings: SystemSettings, numMoves: Integer, minMoves: Integer, result: Integer): void
-initialize(): void
-drawMedals(result: Integer): void
-changeSceneControl(event: ActionEvent): void
-restartLevel(event: ActionEvent): void
-navToMenu(event: ActionEvent): void
-performFadeOut(node: Node): FadeTransition
-performFadeIn(node: Node): FadeTransition
-buttonEnterAnimation(event: MouseEvent): void
-buttonExitAnimation(event: MouseEvent): void
-playButtonPressSound(): void

