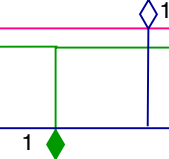
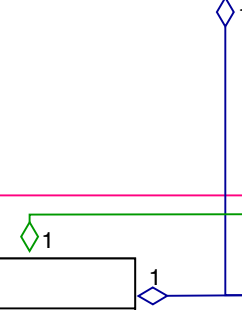
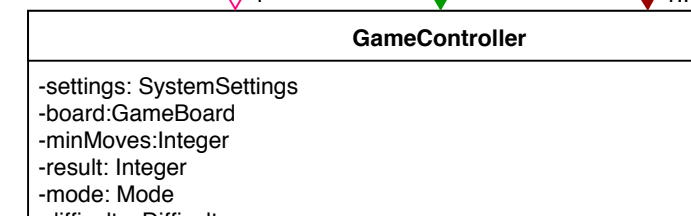
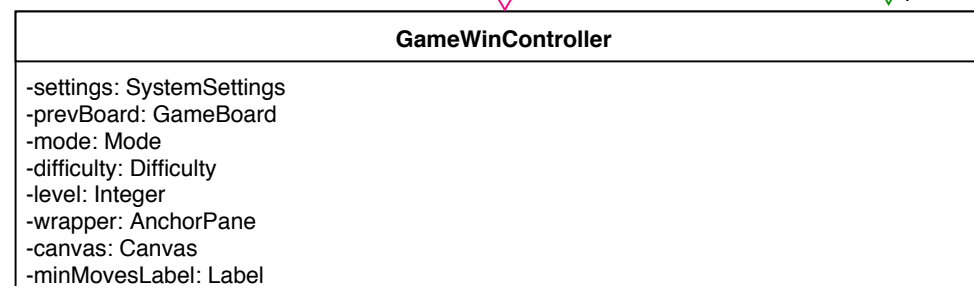
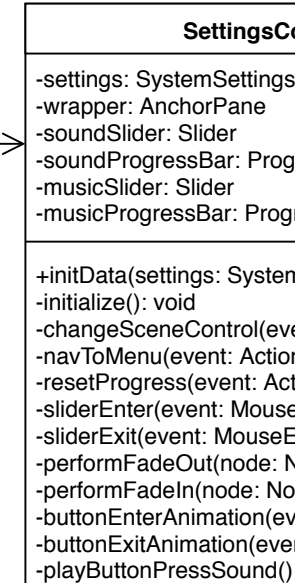
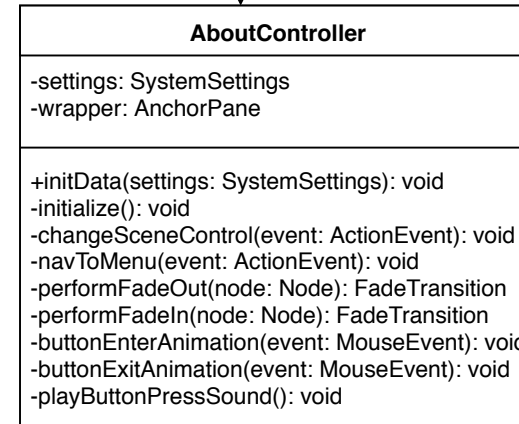
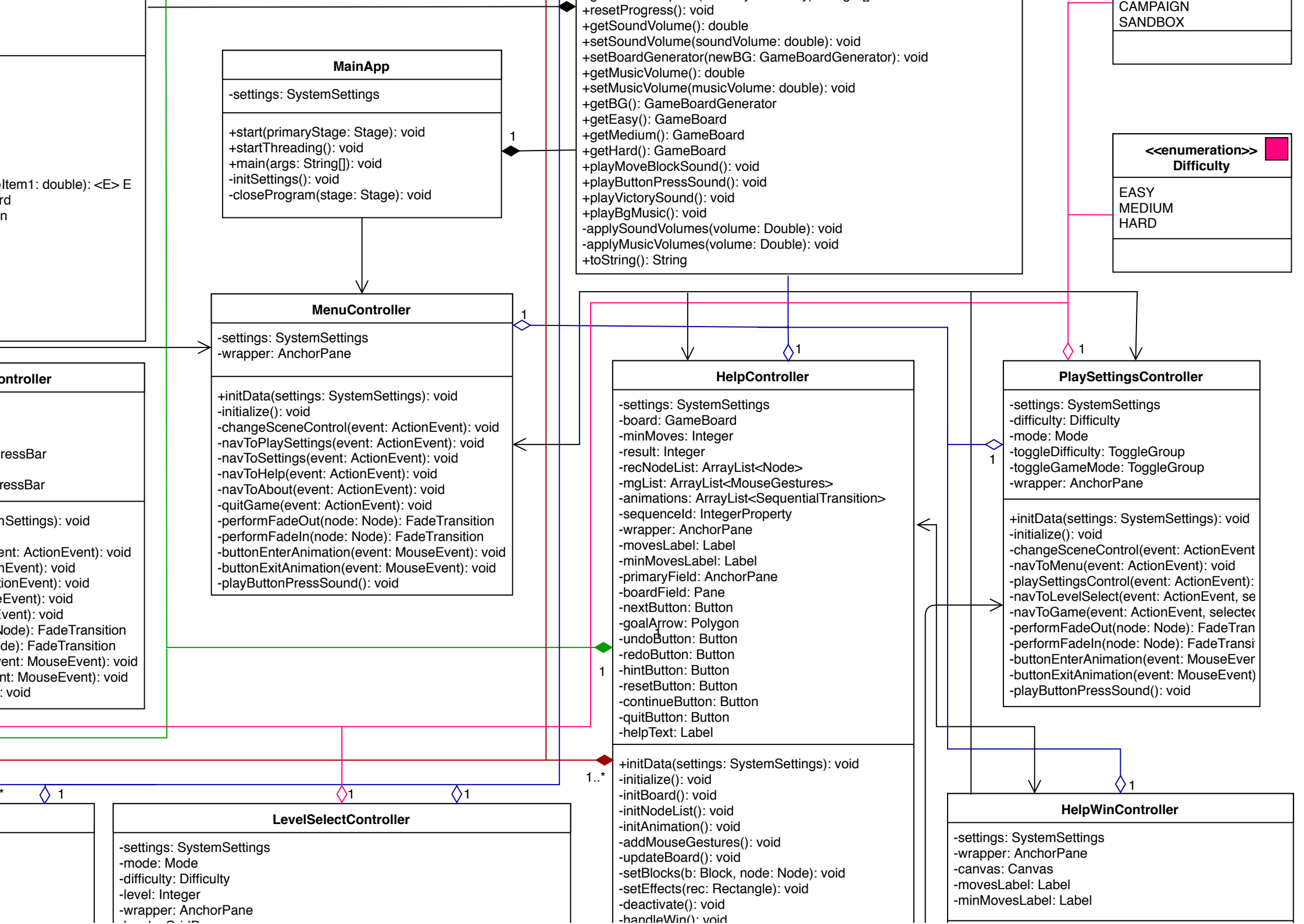


+flashCode(): int  
+equals(obj: Object): boolean  
+toString(): String

-fillInProb: double  
-sizeTwoProb: 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



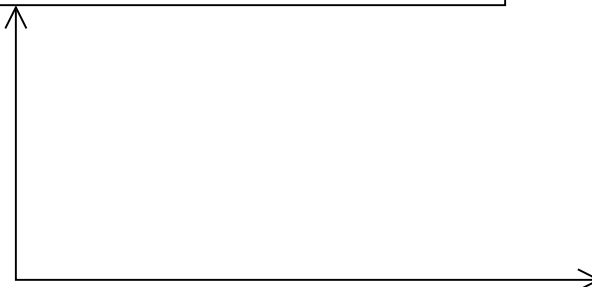


-movesLabel: Label  
-nextLevelButton: Button  
-levelSelectButton: Button

+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

