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MineCraft2D		Janela	
+-----+		+-----+	
- main(String[] args)		- size, cols, rows: int	
InstanceOf		- avatar: String	
+-----+		- bloco_flor, bloco_madeira, fundo_azul: String	
		- bloco_terra, pedra_lisa, bloco_verde: String	
		- bed_rock: String	
		- myPanel: MyPanel[]	
		- tipoBloco: int[]	
		- av, fundo, blc1, blc2, blc3, blc4, pedra, bedrock: ImageIcon	
		- posAv: int	
		- savedImages: ImageIcon	
		- tipoBlocoSelecionado: int	
+-----+		+ Janela()	
MyPanel		- podeMover(int): boolean	
+-----+		- getIcon(int): ImageIcon	
- icon: ImageIcon		+ keyPressed(KeyEvent): void	
		+ keyReleased(KeyEvent): void	
+-----+		+ keyTyped(KeyEvent): void	
- MyPanel()		+ exibeInfo(): void	
- MyPanel(ImageIcon)		+-----+	
- setIcon(ImageIcon)			
+ paint(Graphics): void			
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