CasinoHome
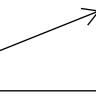
-nameTransfer:ArrayList<String>

«constructor»()
+getjTextField1() : String
+removeLogout():void
+run(): void

PlayingArea

-username: String

«constructor»(userN : String)
+run(): void
+upDateBalance(): void
+ToBankFromBalance(amt : String)

TowersGame

-counter: Integer
-lock : Boolean
-wrongSound : String
-correctSound : String
-CashSound : String
-soundE : SoundEffect
-username : String

«constructor»(userN : String)
+run():void
+UpdateButtonName():void
+MoveButtonUp(): void
+TowersLogic(): Integer
+UpdateLabels():void
+refreshButtonBasedOnText():void
+resetPregame(): void
+resetButtonLocation(): void
+updateCashOutValue(): void
+resetCashOut(): void
+minusBetFromBalance(): boolean
+upDateBalance(): void
+AddWinToBalance():void
+startCorrectSound():void

BombsGame

-doubleHolder : ArrayList<String>
-determineWrongBoxes : ArrayList<Integer>
-check : ArrayList<String>
-username : String
-wrongSound : String
-correctSound : String
-CashSound : String
-soundE : SoundEffect

«constructor»(uName : String)
+run():void
+bombsLogic(NumBombs : Integer): String
+bombsResetGame(): void
+startBombGame(determinant: String): void
+disablOnStart(): void
+gameCompleteNowResetButton(): void
+lostGame(): void
+refreshAllBlue(): void
+trackingNumBoxesLeft(): Integer
+payCount(box: Integer, Deter : Integer
,lastMult : String): String
+checkIfPlayerPlayed(): Boolean
+minusBetFromBalance(): Boolean
+upDateBalance(): void
+AddWinToBalance(): void

Dice

-username : String
-wrongSound : String
-correctSound : String
-CashSound : String
-soundE : SoundEffect

«constructor»(usernam : String)
+run() : void
+updatePayout(): void
+upDateBalance(): void
+AddWinToBalance(): void
+MinusLossToBalance(): void