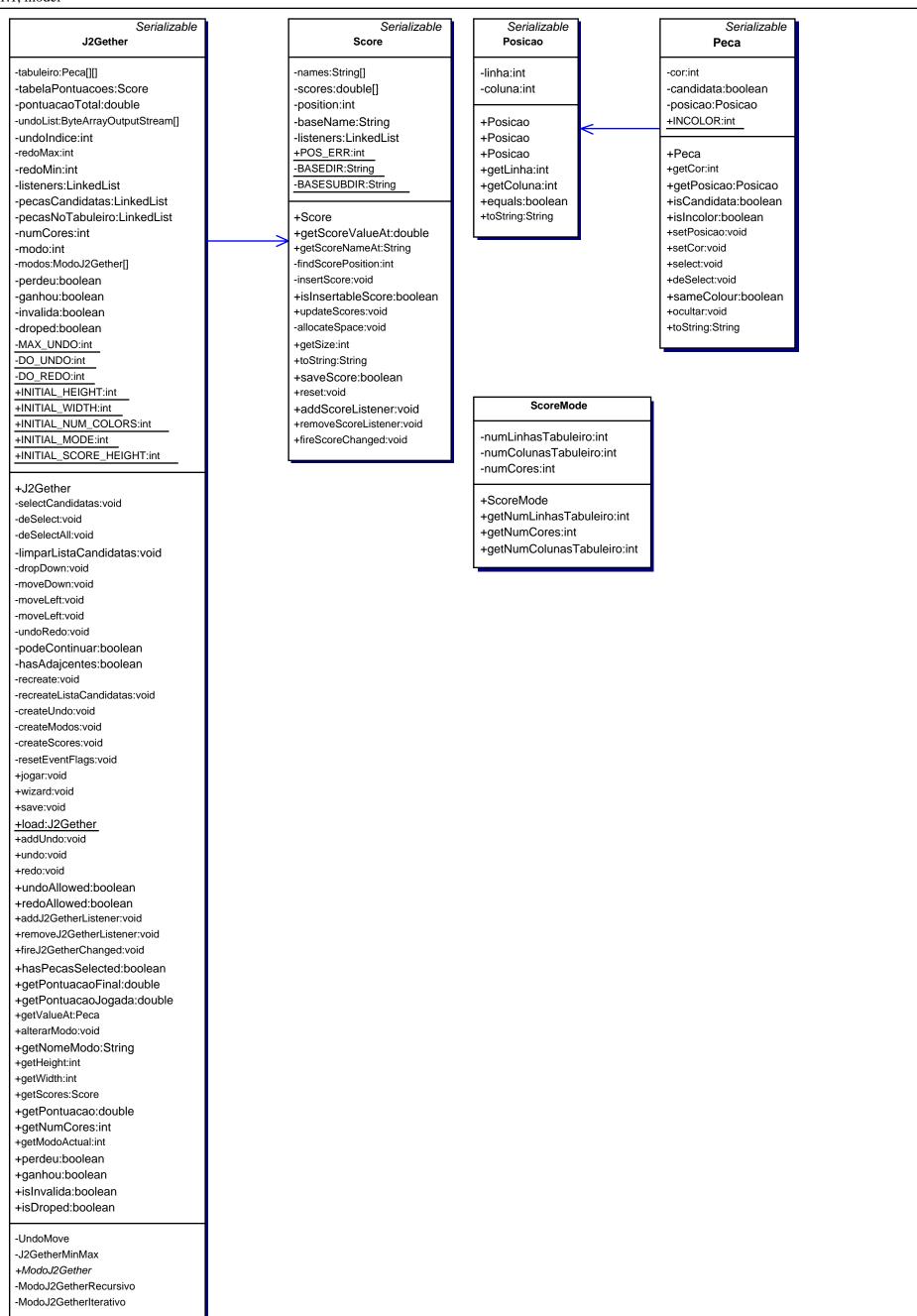
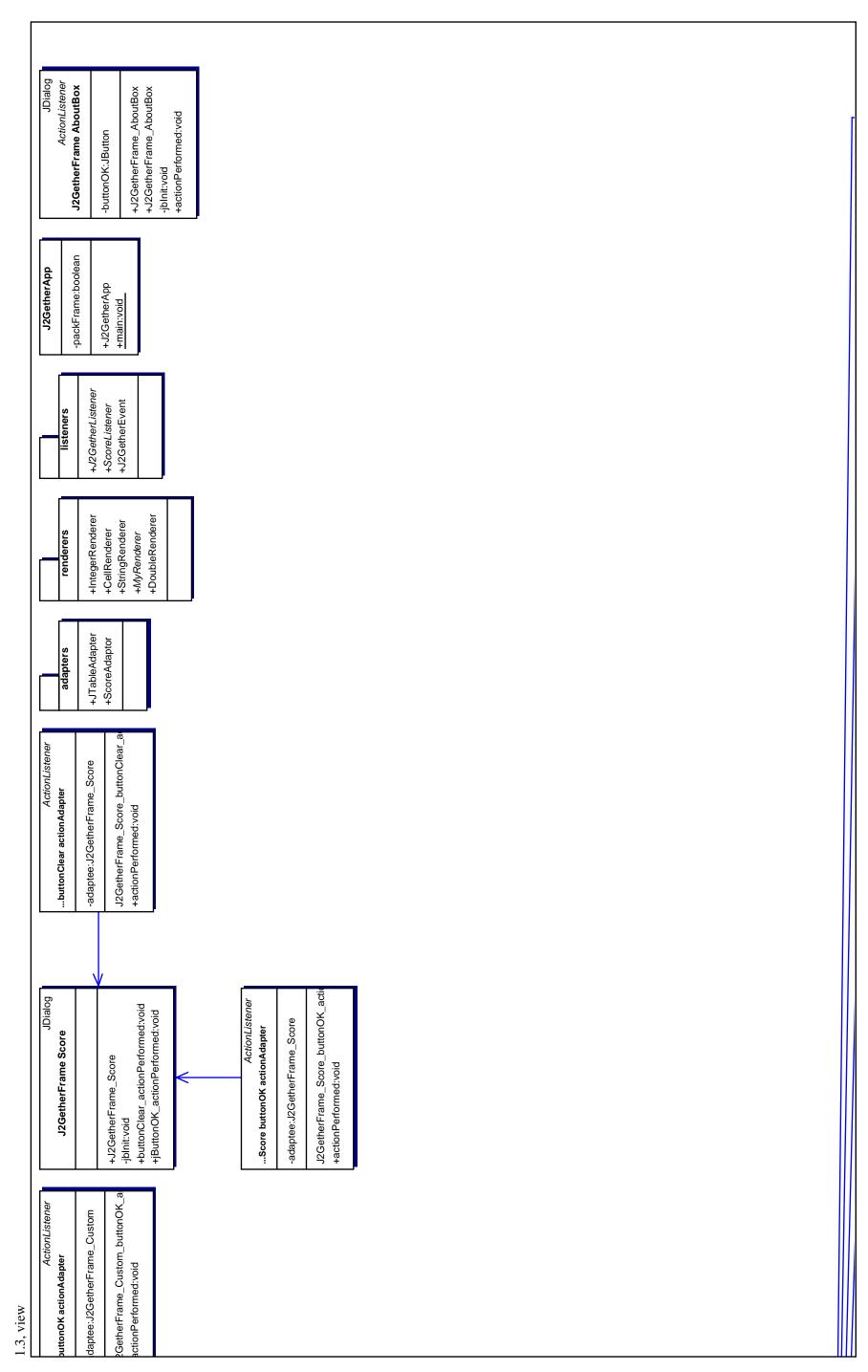


#### 1.1, model

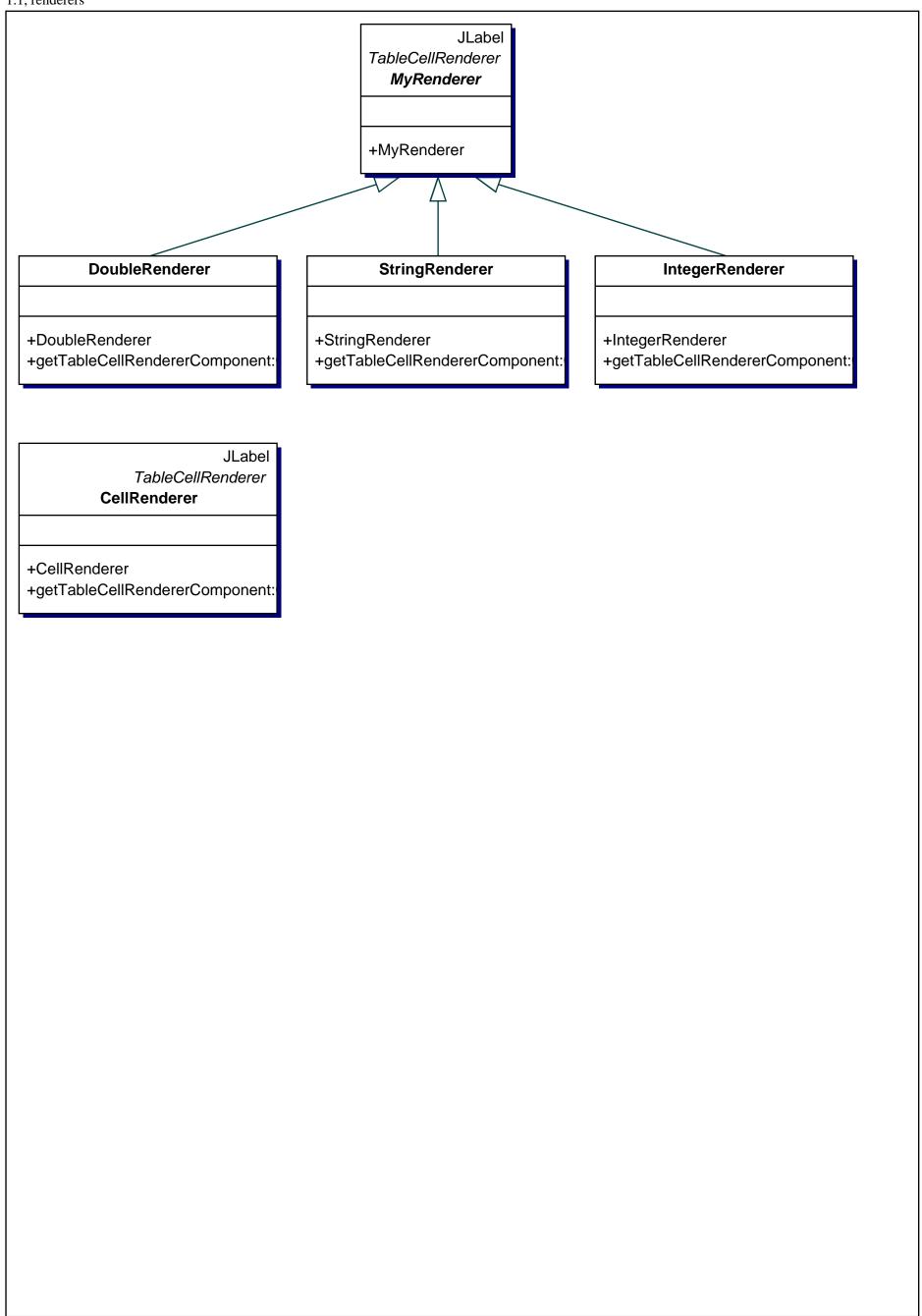


| 1.1, view |  |
|-----------|--|
|           |  |
|           |  |
|           |  |



2.1, view

### 1.1, renderers

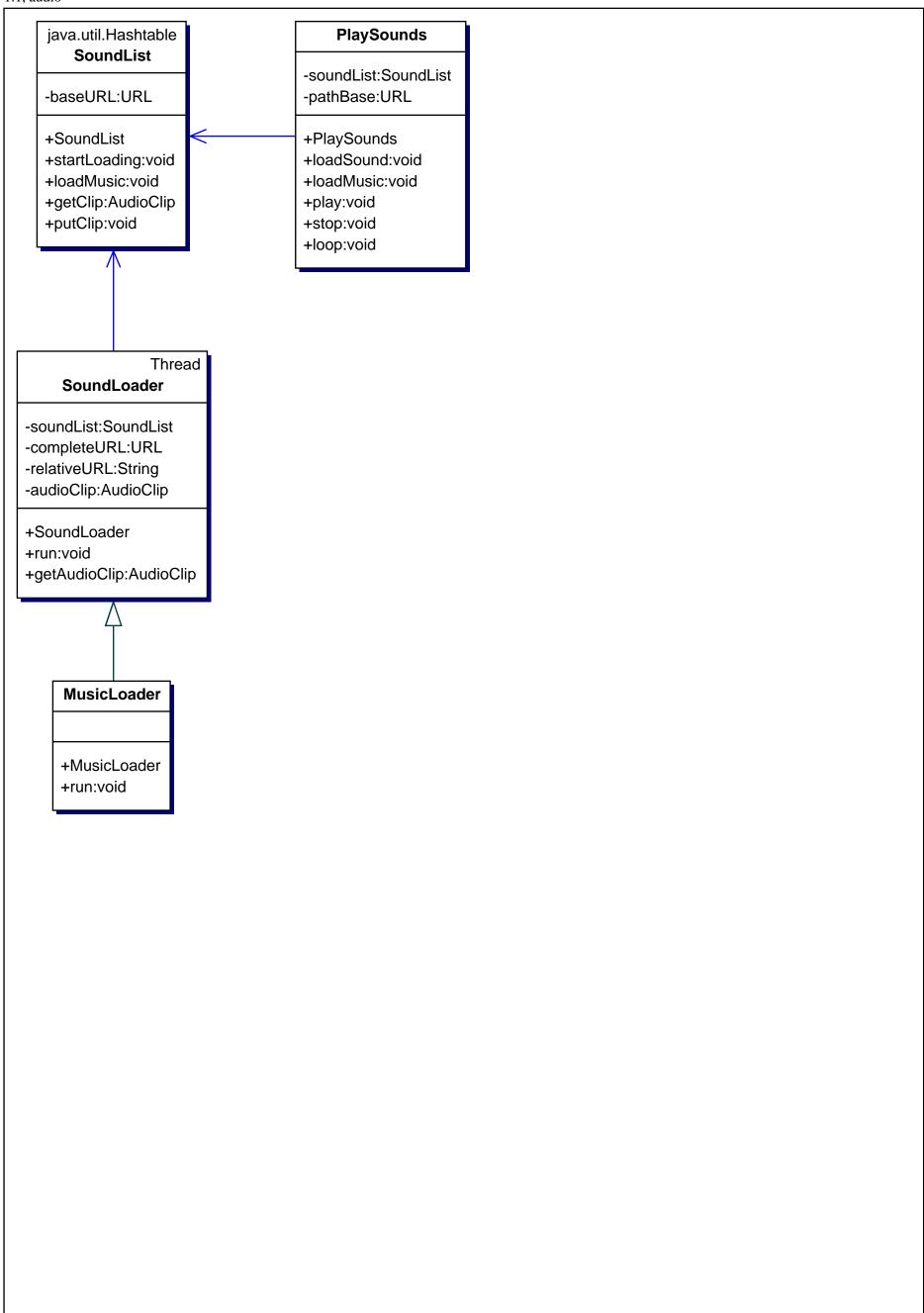


### 1.1, listeners

# interface J2GetherEvent J2GetherListener -jogo:J2Gether +J2GetherEvent +j2getherChanged:void +perdeu:boolean +ganhou:boolean +isInvalida:boolean +isDroped:boolean interface +hasPecasSelected:boolean ScoreListener +scoreChanged:void

### 1.1, adapters

## AbstractTableModel AbstractTableModel ScoreListener J2GetherListener ScoreAdaptor **JTableAdapter** -jogo:J2Gether -score:Score +JTableAdapter +ScoreAdaptor +getColumnCount:int +getColumnCount:int +getRowCount:int +getRowCount:int +getValueAt:Object +getValueAt:Object +j2getherChanged:void +scoreChanged:void



### **Propriedades**

- +EXIT\_DLG\_MESSAGE:String
- +LABEL\_ACTUAL\_SCORE:String
- +LABEL\_PLAY\_SCORE:String
- +WIN\_MESSAGE:String
- +LOSE\_MESSAGE:String
- +INVALID\_MOVE\_MESSAGE:String
- +BUTTON\_OK:String
- +BUTTON\_CANCEL:String
- +MODE:String
- +SCORES\_WINDOW\_TITLE:String
- +INSERT\_NAME\_MESSAGE:String
- +BUTTON\_CLEAR:String
- +SCORES\_NO\_NAME:String
- +CUSTOM\_WINDOW\_TITLE:String
- +CUSTOM\_HEIGHT:String
- +CUSTOM\_WIDTH:String
- +ABOUT\_COMMENT:String
- +FILE:String
- +OPTION:String
- +HELP:String
- +NEW\_GAME:String
- +LOAD:String
- +SAVE:String
- +SCORES:String
- +EXIT:String
- +DIMENSION:String
- +COLORS:String
- +ALGORITHM:String
- +AUDIO:String
- +EASY:String
- +NORMAL:String
- +EXPERT:String
- +COSTUM:String
- +COLORS\_3:String
- +COLORS\_4:String
- +COLORS\_5:String
- +RECURSIVE:String +ITERATIVE:String
- +SOUNDS:String
- +MUSIC:String
- +RULES:String
- +ABOUT:String
- +RULES\_WINDOW\_TITLE:String
- +RULES\_TEXT:String