



45 backimg: Image <sup>∆</sup>imq0: Image ≤imq1: Image ≤img2: Image <sup>45</sup>img3: Image 45 img4: Image img5: Image ه 45 img6: Image <sup>4</sup>imq7: Image <sup>4</sup>img8: Image 45 imq9: Image 45 imq10: Image imq11: Image ه ⁴img12: Image -selecimg13: Image 2 imq14: Image 45 img15: Image 45imq16: Image 45 img17: Image 45 imqX: Image of playerOneScore: in: agrid: int[][] a grid: int[][] easyGUI():Parent start(Stage):void 

<<Java Class>>

graphics

gui

imageView: ImageView

numRows: in

numCols: in

size: int

clicker: int

o player: int

baseSceneTest √baseSceneTest() √ testBaseScene():void √ testGetScene():void √testSetScene():void √ testGetMenu():void √ testSetMenu():void ftestSetup():void testDisplay():void testObject():void ftestGetClass():voic √testHashCode():voic ftestEquals():voic ftestClone():void √ testToString():void ftestNotify():void ftestNotifyAll():void ftestWaitLong():void √ testWaitLongInt():voic ftestWait():void ftestFinalize():void

<<Java Class>>

## <<Java Class>> **⊖** Tile gui n imgGame: ImageView imgGameX: ImageView □ text: Text √Tile(String) screenHeight():in screenWidth():in computerCoordsToTile(int,int):in tiletoCoordinate(int,int,int,int):int ~obj handleMouseClick(MouseEvent):voi 0..1 click(int.int):void isOpen():boolear open(Runnable):voi close():void hasSameValue(Tile):boolea

⁴numRows: in 4 numCols: in <sup>45</sup>size: int <sup>45</sup>backimg: Image ⁴img0: Image ima1: Image، 45 imq2: Image نه img3: Image 45 img4: Image نه img5: Image 45img6: Image 45 imq7: Image 45 img8: Image 45 img9: Image 45imq10: Image ⁴img11: Image <sup>™</sup>imq12: Image 45 imq13: Image 45imq14: Image 45 img15: Image ⁴img16: Image 45 imq17: Image 45 imgX: Image elected elected player: int 0.. 14 comp\_mem: int[][ a score 1: int 4 score2: int agrid: int[][] array: String[][] arid: int∏∏ △ coordtotile: int[] a coordinatetotile: int[ a tiletocoordinate: int[ a screenHeight: in a screenWidth: in a coordinate\_array: int[] √ comparaphics() setSize(int):void myContent():void ocreateContent():Parent start(Stage):void 

<<Java Class>>

compgraphics

<u>~obj</u> 0..1