Location

- x: integer
- y: integer
- boundX: integer
- boundY: integer

+ Location(x:integer,y:integer,boundX:integer,boundY:integer)
+ Location()
+setX(x:integer): void
+ setY(y:integer): void
+ setBoundX(boundX:integer): void
+ setBoundY(boundY:integer): void
+ setLocation(x:integer,y:integer): void
+ setRegion(x:integer,y:integer,boundX:integer,boundY:integer): void
+ getX(): integer
+ getY(): integer
+ getBoundX(): integer
+ getBoundY(): integer
+ isInside(a:Location): boolean
+toString():String

JFrame

Extends

MyFrame

- ~ canvas: Canvas
- ~ manager: CanvasManager
- ~ listener: CanvasListener
- ~ environment: EnvironmentBuilder
- ~ game: Solitaire
- ~ talon: Location
- ~ foundation:Location[4]
- ~ tableau: Location[7]
- ~ formerTab: Location[7]
- ~ stock: Location
- ~ toggleArray: integer[3]
- ~ menubar:JMenuBar
- ~ menu: JMenu
- ~ option: JMenu
- ~ newGame: JMenuItem
- ~ saveGame: JMenuItem
- ~ loadGame: JMenuItem
- ~ about: JMenuItem
- ~ exit: JMenuItem
- ~ listener: MenubarListener

+ MyFrame()

MenubarListener

Use

EnvironmentBuilder

- cWidth: integer
- field: type
- talon: Location
- stock: Location
- foundation: Location[4]
- tableau: Location[7]
- formerTab: Location[7]
- formerTab: Location[7]
- toggleArray: integer[3]
- background: BufferedImage
- backgroundWin: BufferedImage
- environment: BufferedImage
- enter: BufferedImage
- exit: BufferedImage
- move: BufferedImage
- current: BufferedImage
- x1: integer
- x2: integer
- y1: integer
- y2: integer

CanvasListener

Use

Solitaire

Canvas

CanvasManager

- canvas:Canvas
- FRAME_DELAY:integer
- start: long
- background: BufferedImage
- environment: EnvironmentBuilder

+ CanvasManager
(canvas:Canvas,environment:EnvironmentBuilder)
+ run(): void
+ paint(g: Graphics): void
+ syncFramerate(): void

Use

- back: boolean

- g2d: Graphics2D

+ EnvironmentBuilder(game :Solitaire, stock:Location,
talon:Location,tableau:Location[7],formerTab:Location[7],toggleA

+ getBimage(path:String): BufferedImage

+ loadCall(): void

+ buildifWon(ifwon:boolean):boolean

+ build():void

Extends

Thread