

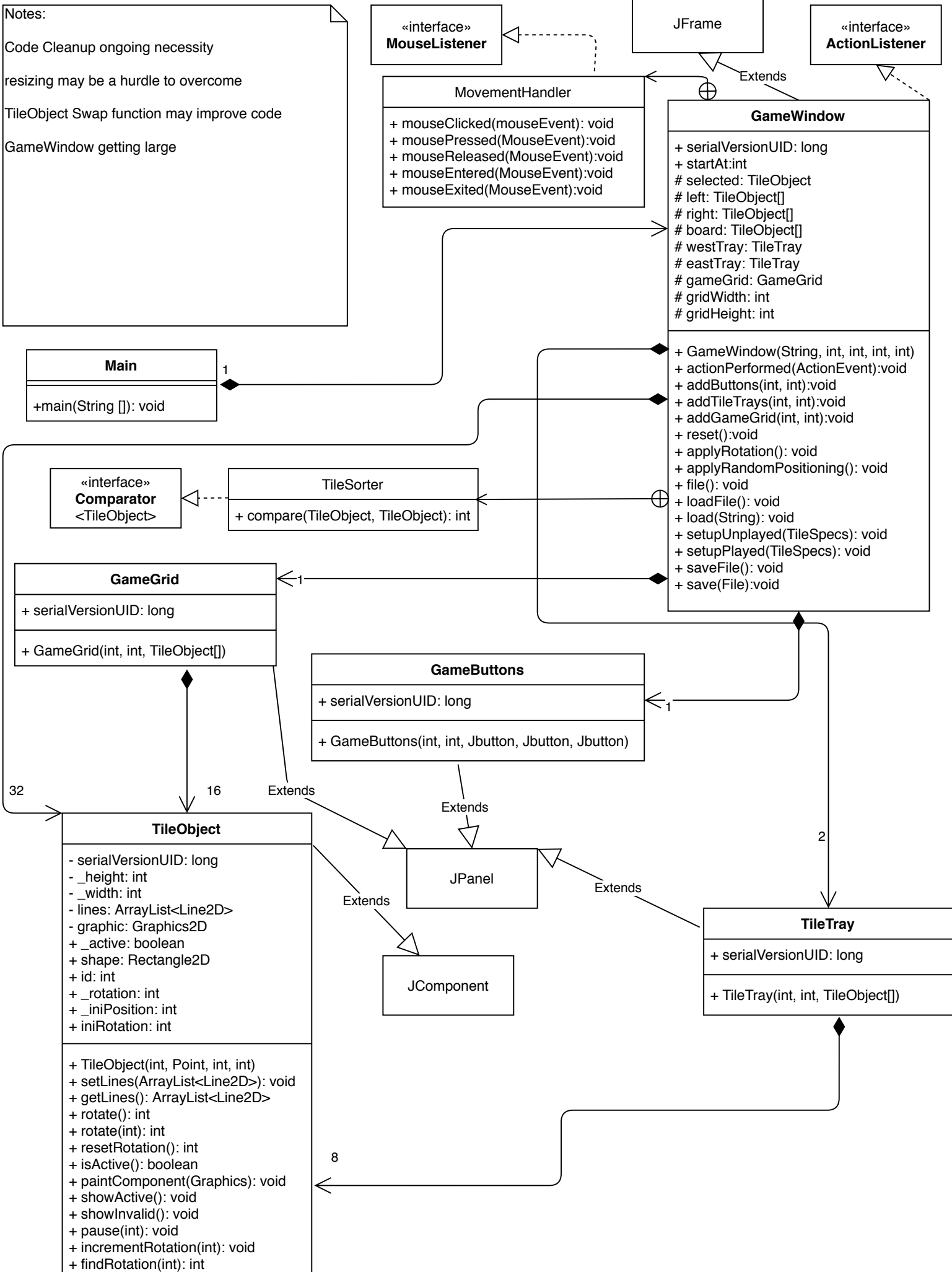
Notes:

Code Cleanup ongoing necessity

resizing may be a hurdle to overcome

TileObject Swap function may improve code

GameWindow getting large



TileSpecs
<div>- fileName: String</div> <div>- hexValue: String</div> <div>- gameState: String</div> <div>- numTiles: int</div> <div>- tilePositions: int[]</div> <div>- tileRotations: int[]</div> <div>- numLines: int[]</div> <div>- endPoints: ArrayList<Line2D></div> <div>- xyCoords: float[]</div> <div>- finalCoords: ArrayList<ArrayList<Line2D>></div>
<div>+ TileSpecs()</div> <div>+ TileSpecs(string)</div> <div>+ TileSpecs(TileObject[], boolean)</div> <div>+ readAllBytes(): void</div> <div>+ writeAllBytes(File): void</div> <div>+ convertToFloat(byte[]): float</div> <div>+ floatToByte(float): byte[]</div> <div>+ convertToInt(byte[]): int</div> <div>+ intToByte(int): byte[]</div> <div>+ byteToHex(byte): String</div> <div>+ decodeHexString(String): byte[]</div> <div>+ hexToByte(String): byte</div> <div>+ toDigit(char): int</div> <div>+ setHexValue(String): void</div> <div>+ setFileName(String): void</div> <div>+ getGameState(): String</div> <div>+ getHexValue(): String</div> <div>+ getNumTiles(): int</div> <div>+ getTilePositions(): int[]</div> <div>+ getTileRotations(): int[]</div> <div>+ getNumLines(): int[]</div> <div>+ getFinalCoords(): ArrayList<ArrayList<Line2D>></div>