Code Division:

1. Class "Homepage":
- Contains a GUI (Graphical User Interface) with four buttons, a photo, and a welcome message.
- Also includes actions for each button.

2. Class "Card":
- Holds properties for each card.

3. Class "GameFun":
- Loads images for each card and creates their instances.
- Contains essential game functions like showing cards, handling cards, and checking for matches.

4. Class "GamePage":
- Game GUI.
- Consists of a grid for the cards, a back button, and a timer.
- Includes a function to set the timer.

5. Class "WinPage":
- GUI for the win page.
- Includes a welcome message, two labels to display the number of attempts and elapsed time, and two buttons for replaying the game or exiting.

6. Class "GameOver":

- GUI for the game over page that appears when selecting a high difficulty level.
- Includes a welcome message, a label, and a button for retrying.

7. Class "GameInstructions":

- Consists of a set of labels placed in a BorderPane.
- Includes a button to return to the main page.

8. Class "GameSetting":

- Labels and a group of radio buttons to indicate the desired number of cards.
- Labels and a group of radio buttons to indicate the game difficulty.
- Label and a slider for controlling the sound level.
- Toggle button to control sound playback.
- Labels and a group of radio buttons to control the background color of the main page.
- Also includes some important functions such as setLevel, setMode, and setShowTime for achieving those purposes.