PACKAGE   CLASS   USE   TREE   DEPRECATED   INDEX   HELP

PREV CLASS   **NEXT CLASS**   FRAMES   NO FRAMES   ALL CLASSES
SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD

org.game

Class GUI

java.lang.Object
    org.game.GUI

```
public class GUI
extends java.lang.Object
```

GUI class.

Constructor Summary

Constructors

Constructor and Description
GUI() Create the application.

Method Summary

All Methods   Static Methods   Concrete Methods

Modifier and Type	Method and Description
static void	**main**(java.lang.String[] args) Launch the application.

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

GUI

```
public GUI()
    throws java.io.IOException,
            java.lang.InterruptedException
```

Create the application.

Throws:

`java.io.IOException`

`java.lang.InterruptedException`

Method Detail

main

```
public static void main(java.lang.String[] args)
```

Launch the application.

Parameters:

`args - : the args`