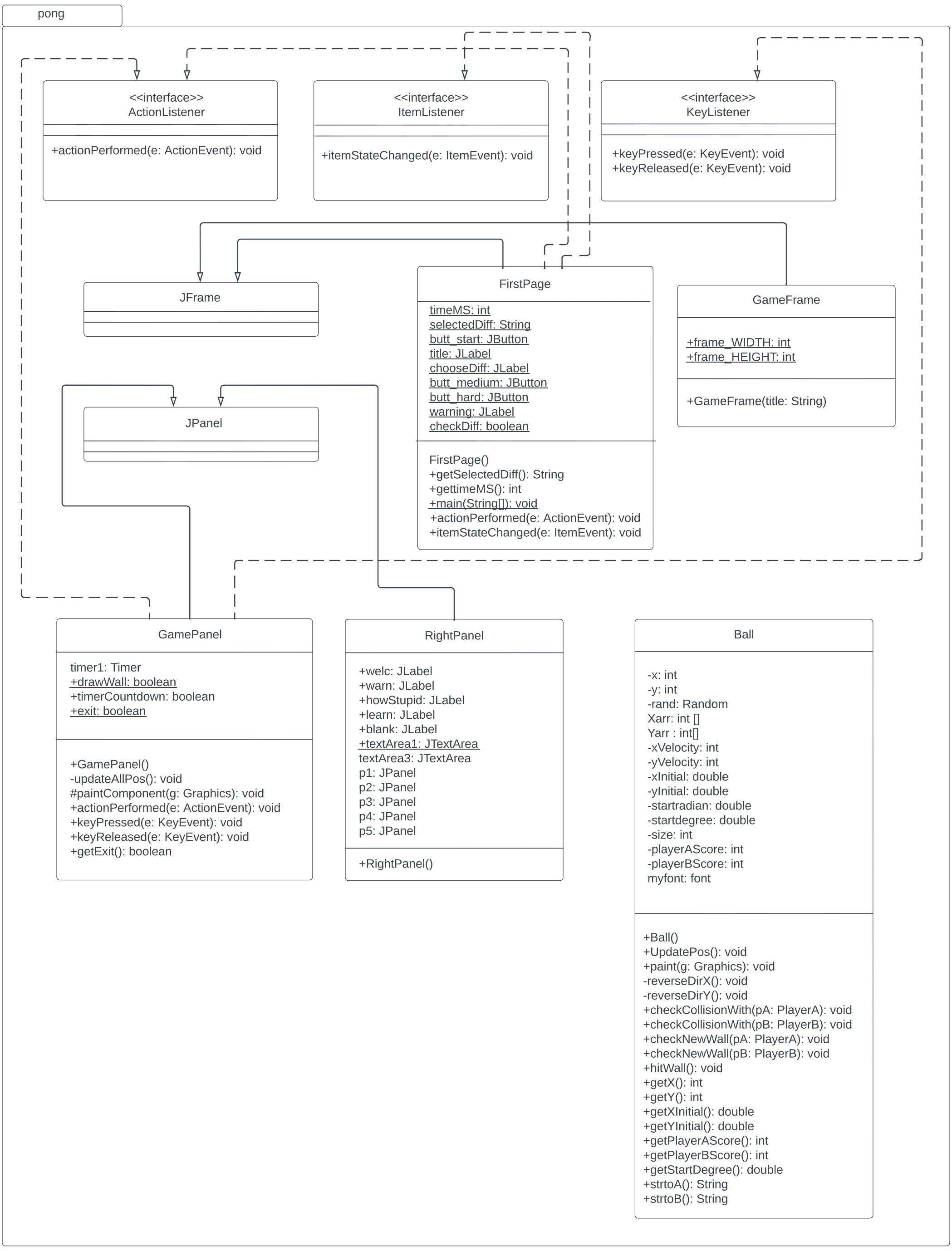
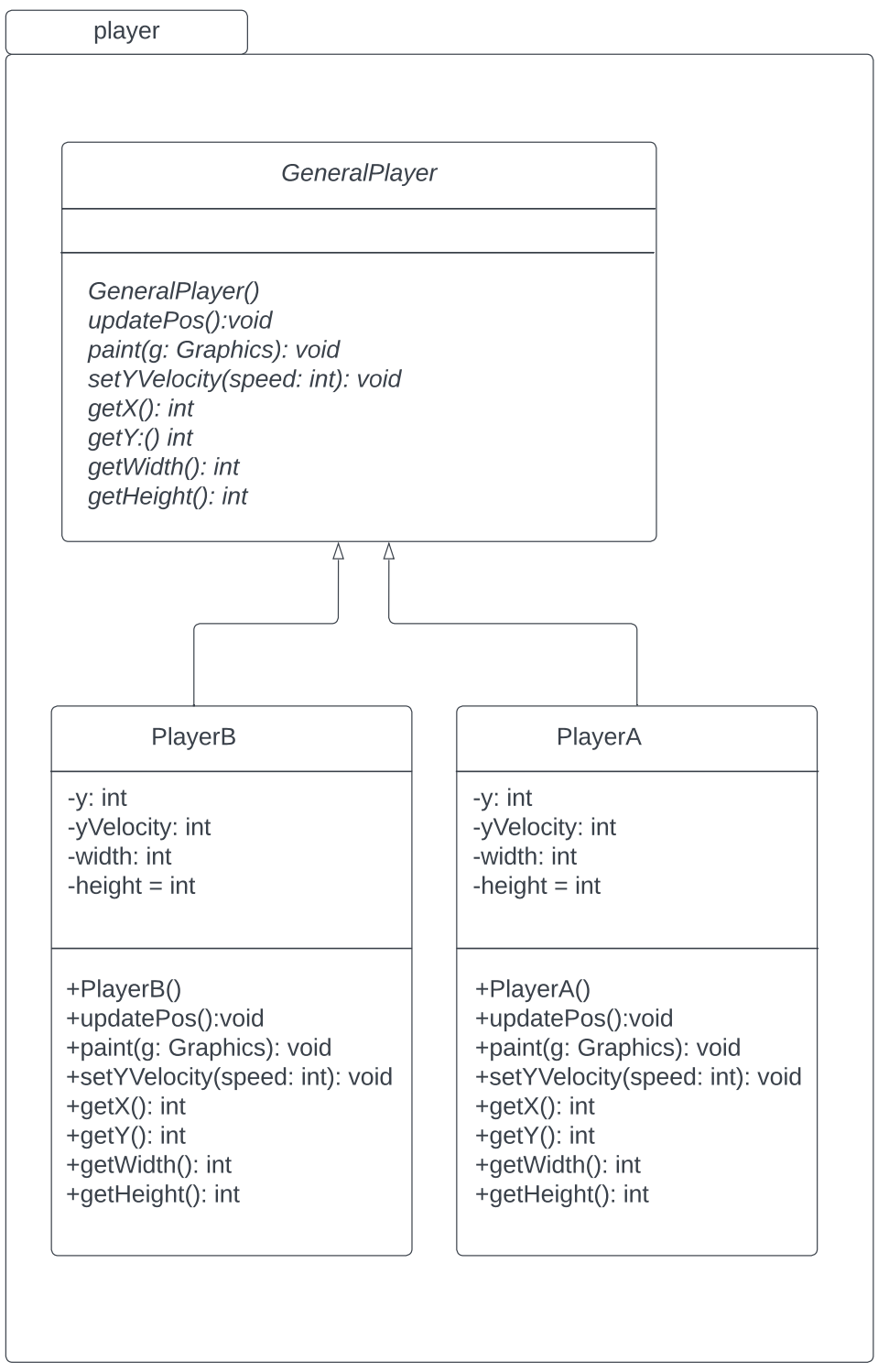
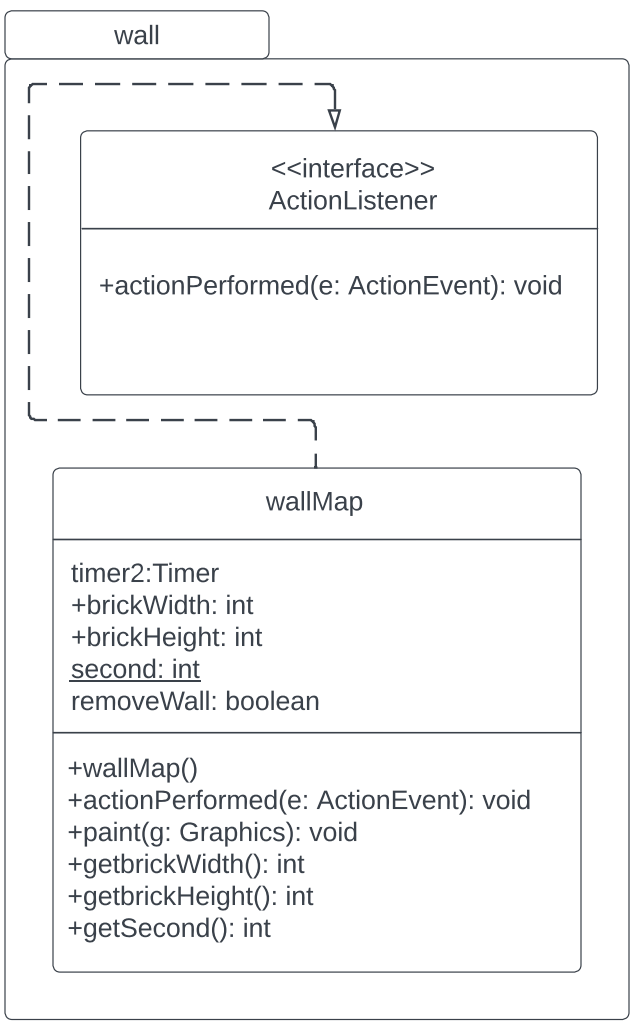

pong
<<interface>>
ActionListener
+actionPerformed(e: ActionEvent): void
<<interface>>
ItemListener
+itemStateChanged(e: ItemEvent): void
<<interface>>
KeyListener
+keyPressed(e: KeyEvent): void
+keyReleased(e: KeyEvent): void
JFrame
FirstPage
timeMS: int
selectedDiff: String
butt_start: JButton
title: JLabel
chooseDiff: JLabel
butt_medium: JButton
butt_hard: JButton
warning: JLabel
checkDiff: boolean
FirstPage()
+getSelectedDiff(): String
+gettimeMS(): int
+main(String[]): void
+actionPerformed(e: ActionEvent): void
+itemStateChanged(e: ItemEvent): void
GameFrame
+frame_WIDTH: int
+frame_HEIGHT: int
+GameFrame(title: String)
JPanel
GamePanel
timer1: Timer
+drawWall: boolean
+timerCountdown: boolean
+exit: boolean
+GamePanel()
-updateAllPos(): void
#paintComponent(g: Graphics): void
+actionPerformed(e: ActionEvent): void
+keyPressed(e: KeyEvent): void
+keyReleased(e: KeyEvent): void
+getExit(): boolean
RightPanel
+welc: JLabel
+warn: JLabel
+howStupid: JLabel
+learn: JLabel
+blank: JLabel
+textArea1: JTextArea
textArea3: JTextArea
p1: JPanel
p2: JPanel
p3: JPanel
p4: JPanel
p5: JPanel
+RightPanel()
Ball
-x: int
-y: int
-rand: Random
Xarr: int []
Yarr : int[]
-xVelocity: int
-yVelocity: int
-xInitial: double
-yInitial: double
-startradian: double
-startdegree: double
-size: int
-playerAScore: int
-playerBScore: int
myfont: font
+Ball()
+UpdatePos(): void
+paint(g: Graphics): void
-reverseDirX(): void
-reverseDirY(): void
+checkCollisionWith(pA: PlayerA): void
+checkCollisionWith(pB: PlayerB): void
+checkNewWall(pA: PlayerA): void
+checkNewWall(pB: PlayerB): void
+hitWall(): void
+getX(): int
+getY(): int
+getXInitial(): double
+getYInitial(): double
+getPlayerAScore(): int
+getPlayerBScore(): int
+getStartDegree(): double
+strtoA(): String
+strtoB(): String


player
GeneralPlayer
GeneralPlayer()
updatePos():void
paint(g: Graphics): void
setYVelocity(speed: int): void
getX(): int
getY:() int
getWidth(): int
getHeight(): int
PlayerB
-y: int
-yVelocity: int
-width: int
-height = int
+PlayerB()
+updatePos():void
+paint(g: Graphics): void
+setYVelocity(speed: int): void
+getX(): int
+getY(): int
+getWidth(): int
+getHeight(): int
PlayerA
-y: int
-yVelocity: int
-width: int
-height = int
+PlayerA()
+updatePos():void
+paint(g: Graphics): void
+setYVelocity(speed: int): void
+getX(): int
+getY(): int
+getWidth(): int
+getHeight(): int


wall
<<interface>>
ActionListener
+actionPerformed(e: ActionEvent): void
wallMap
timer2:Timer
+brickWidth: int
+brickHeight: int
second: int
removeWall: boolean
+wallMap()
+actionPerformed(e: ActionEvent): void
+paint(g: Graphics): void
+getbrickWidth(): int
+getbrickHeight(): int
+getSecond(): int