

Document page

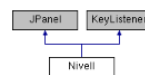
- Classes of the game

[-] Candy	
[-] Gloante	
[-] JPanel	
[-] GameMenu	
[-] GameOver	
[-] Menu	
[-] Nivele	
[-] Nivell	
[-] NivellI	
[-] NivellII	
[-] NivellIII	
[-] SaveGame	
[-] SaveGame.SaveObjects	
[-] Shooter	
[-] Thread	
[-] Banane	
[-] Capsuni	
[-] Dropper	
[-] Dropper2	
[-] Mere	
[-] ActionListener	
[-] Menu	
[-] Nivele	
[-] KeyListener	
[-] Menu	
[-] Nivele	
[-] Nivell	
[-] NivellI	
[-] NivellII	

- Diagram for Level-I, Level-II, Level-III

Nivell Class Reference

Inheritance diagram for Nivell:



Public Member Functions

```
void paint (Graphics g)
void NivelComple () throws InterruptedException
void esuare ()
void keyTyped (KeyEvent e)
void keyPressed (KeyEvent kp)
void keyReleased (KeyEvent e)
```

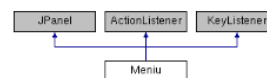
Private Attributes

```
boolean esuat =false
```

- Menu of the game

Menu Class Reference

Inheritance diagram for Menu:



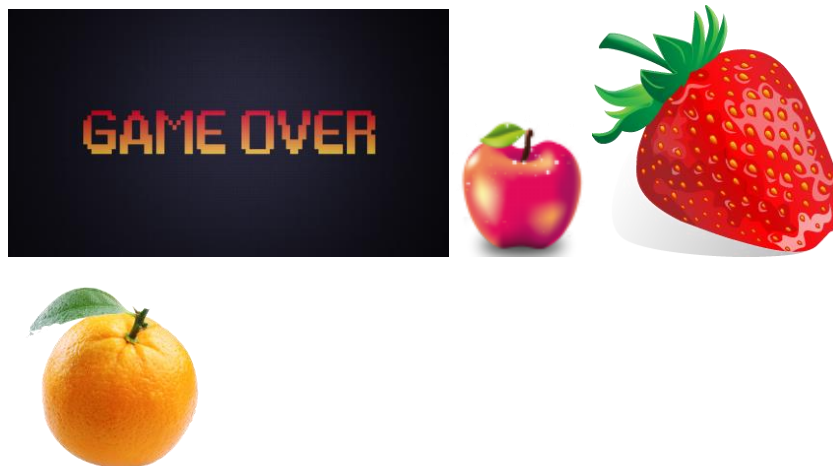
Public Member Functions

```
void actionPerformed (ActionEvent e)
void keyTyped (KeyEvent e)
void keyPressed (KeyEvent e)
void keyReleased (KeyEvent e)
```

Static Public Member Functions

```
static void main (String[]args)
```

- User Interface Design



- GUI Model

