

LoadImageApp	Woo
+ Img; BufferedImage + Img2; BufferedImage + reSize; BufferedImage + _size; int + image; String + eRows; int + user; ArrayDeque<Integer>[] + text: String + sourcery; FlagList	+ game; Game
+ getPreferredSize; Dimension + displayCall; void + transfer; void + reSize; void + setBlank; void + addPixelsFuzz; void + addPixelsSeg; void + dubq; ArrayDeque<Integer> + changeFlag; Flag	

Game.java	FlagList.java	Flag.java
+currFlag; Flag + LoadImageApp; FrameImage + difficulty; int + addType; int + totalScore; int + currentScore; int + pixAdded; int + selec; Boolean + changed; Boolean + yup; Boolean + ser: Font + ser2: Font + text; String + f; JFrame + textfield; JTextfield + tonPix; JButton + tonSeg; JButton + ton0; JButton + ton1; JButton + ton2; JButton + ton3; JButton + stop; JButton	+Cash[x]; Flag * 254	+difficulty; int + name; String + code; String + countries; String[]

+reset; void + delay; void + flagChange; void + loop; void + makeItems; void + actionPerformed; void; + openSec; void	+getCash; Flag	+getDiff; int + getName: String + flagCode; String
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