	Coupling metrics for the Monolithic Asteroids Game		
Nr.	Class	Depends on	Depth
1	Player	Game, SpaceObject	2
2	SpaceObject	Game	1
3	GameState	GameStateManager	2
4	PlayState	GameKeys, GameStateManager, Player	3
5	Game	GameInputProcessor, GameKeys, GameStateManager	3
6	Main		0
7	GameInputProcessor	GameData, GameKeys	1
8	GameKeys		0
9	GameStateManager	GameState, PlayState	3
10	GameData		0

	Runtime dependency for Netbeans2				Build time dependency for Netbeans2		
Nr.	Components	Depends on	Depth	Nr.	Components	Depends on	Depth
1	Asteroid	Common, CommonAsteroids	1	1	Asteroid	Common, CommonAsteroids	1
2	Bullet	Common	1	2	Bullet	Common	1
3	Collision	Common	1	3	Collision	Common	1
4	Common		0	4	Common		0
5	CommonAsteroid	Common	1	5	CommonAsteroid	Common	1
6	CommonEnemy	Common	1	6	CommonEnemy	Common	1
7	Core	Common	1	7	Core	Common	1
8	Enemy	Common, CommonEnemy	1	8	Enemy	Common, CommonEnemy	1
9	Player	Common	1	9	Player	Common	1
10	SilentUpdate		0	10	SilentUpdate		0
11	application	SilentUpdate + 1 to 9	10	11	application	SilentUpdate	1