

## Class Diagram api



GameWorld

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execute(action)  
eval(predicate)  
getSnapshot(): GameWorld  
setSnapshot(GameWorld)  
paint(graphics)  
loadGame()  
getMaxBlocks()



Interface

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getActions(): ArrayList<String>  
getPredicates(): ArrayList<String>  
createWorld(bounds): <T extends GameWorld> T

FileToDataReader

selectFile(): HashMap<String, String>  
FileToString(): String  
StringToData(string): HashMap<String, String>  
loadGameData(): File