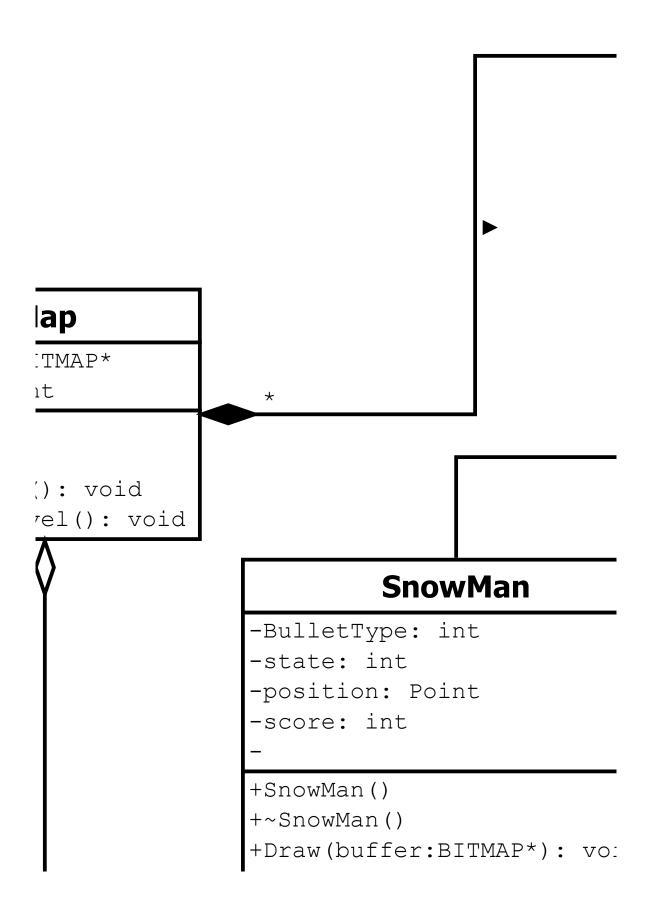


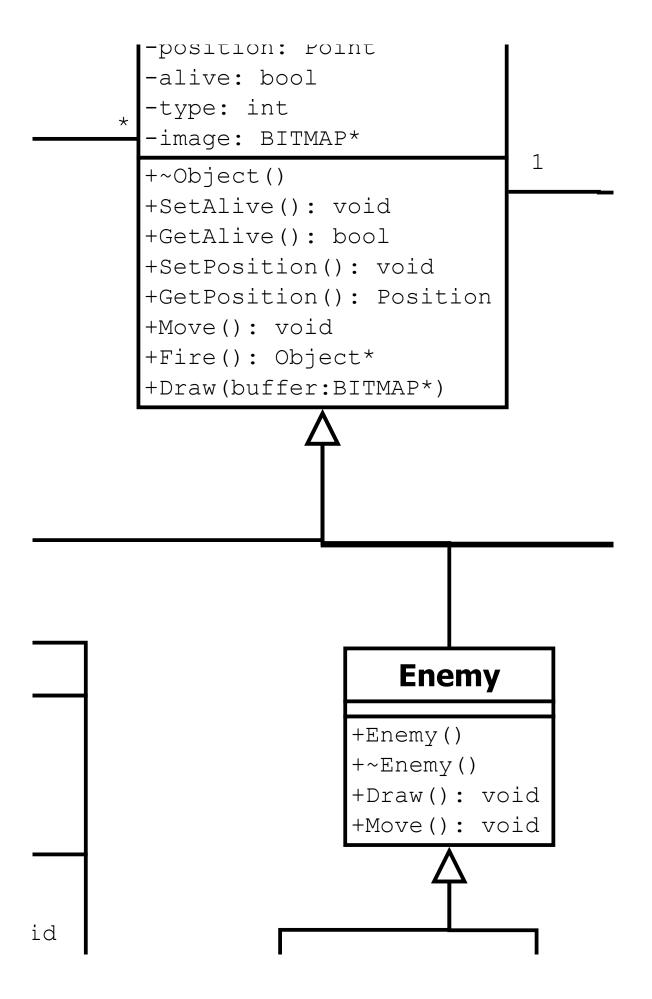
LinkedList

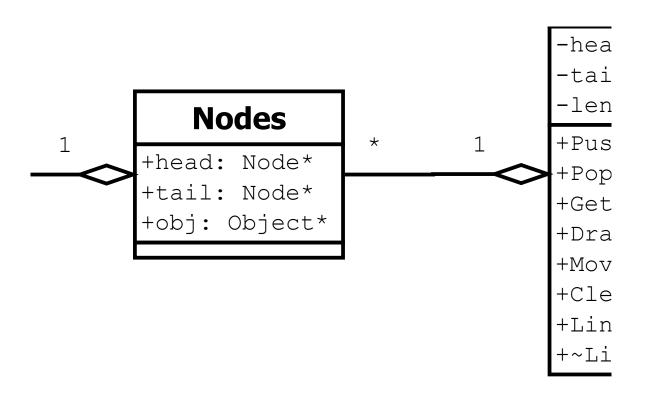
M

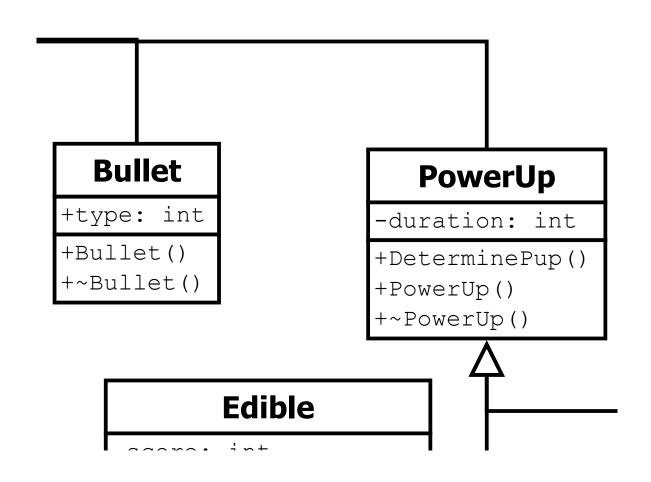
```
-Image: BI
+level: in
+Map()
+~Map()
+GetSpecs(
+ChangeLev
```

(





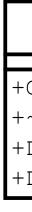


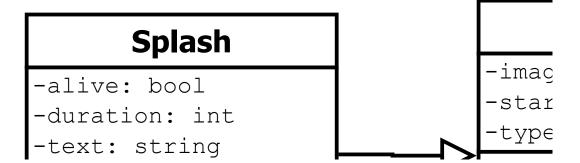


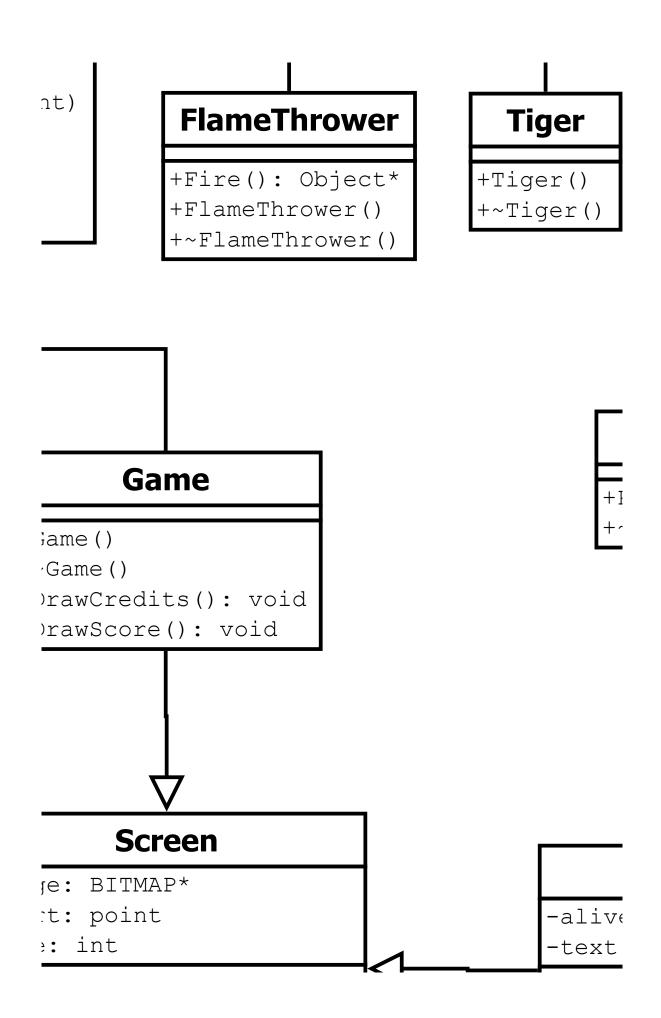
```
d: Node*
l: Node*
gth: int

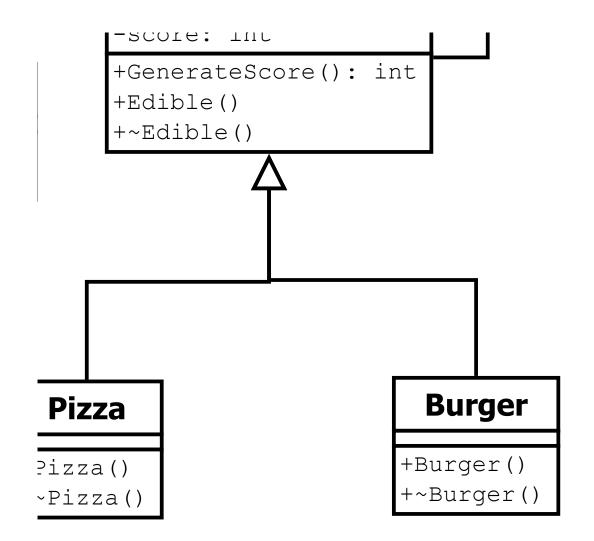
h(obj:Object*): void
(): Obj*
Length(): int
wAll(buffer:BITMAP*): void
eAll(): void
anAll(): void
kedList()
nkedList()
```

```
+Move(): void
+SetPosition(position:Poin
+GetPosition(): Point
+Fire(): Object*
+GetScore(): int
+SetScore(new:int): void
```









End

e: bool

: string

