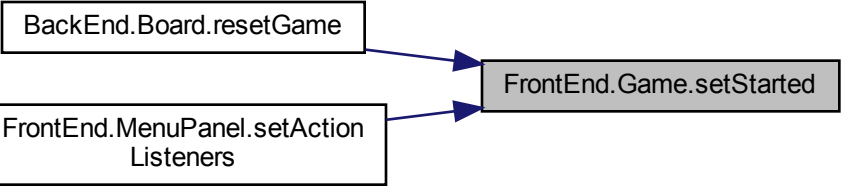


BackEnd.Board.resetGame

FrontEnd.MenuPanel.setAction
Listeners

FrontEnd.Game.setStarted



```
graph LR; A[BackEnd.Board.resetGame] --> C[FrontEnd.Game.setStarted]; B[FrontEnd.MenuPanel.setAction Listeners] --> C;
```