

Test

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# Chapter 1

## Namespace Index

### 1.1 Packages

Here are the packages with brief descriptions (if available):

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## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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## Chapter 3

# Class Index

### 3.1 Class List

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## Chapter 4

# File Index

### 4.1 File List

Here is a list of all files with brief descriptions:

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## Chapter 5

# Namespace Documentation

### 5.1 Package BackEnd

#### Classes

- class [BigBomb](#)
- class [Board](#)
- class [Bomb](#)
- class [ClusterBomb](#)
- class [Controller](#)
- enum [Difficulty](#)
- class [DifusedBomb](#)
- class [Images](#)
- class [Main](#)
- class [ResetBomb](#)
- class [ResetFlagBomb](#)
- class [Tile](#)
- class [Time](#)

### 5.2 Package FrontEnd

#### Classes

- class [feedBackWindow](#)
- class [Game](#)
- class [MenuPanel](#)
- class [MyMenuBar](#)
- class [MyMouseListener](#)
- class [SettingsPanel](#)
- class [Timer](#)
- class [VictoryPanel](#)
- class [Window](#)

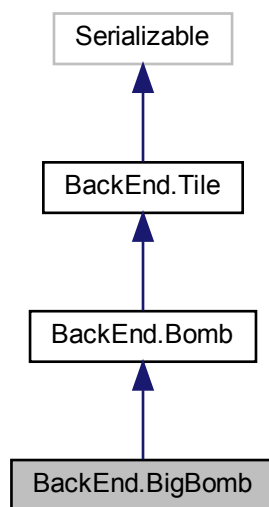


## Chapter 6

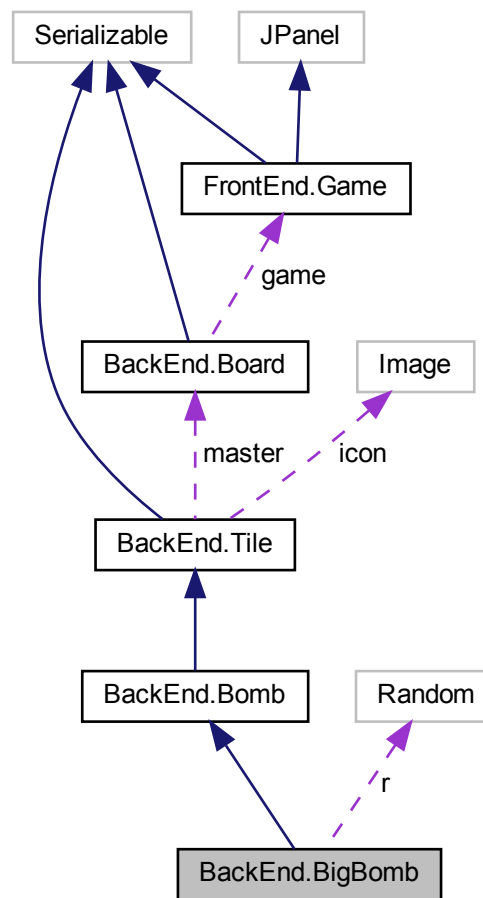
# Class Documentation

### 6.1 BackEnd.BigBomb Class Reference

Inheritance diagram for BackEnd.BigBomb:



Collaboration diagram for BackEnd.BigBomb:



## Public Member Functions

- [BigBomb](#) ([Board](#) b)
- int [getValue](#) ()

## Protected Member Functions

- void [changeIcon](#) ()

## Additional Inherited Members

### 6.1.1 Constructor & Destructor Documentation

### 6.1.1.1 BigBomb()

```
BackEnd.BigBomb.BigBomb (
    Board b )
```

## 6.1.2 Member Function Documentation

### 6.1.2.1 changelcon()

```
void BackEnd.BigBomb.changeIcon ( ) [protected]
```

Reimplemented from [BackEnd.Bomb](#).

### 6.1.2.2 getValue()

```
int BackEnd.BigBomb.getValue ( )
```

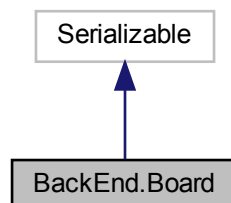
Reimplemented from [BackEnd.Bomb](#).

The documentation for this class was generated from the following file:

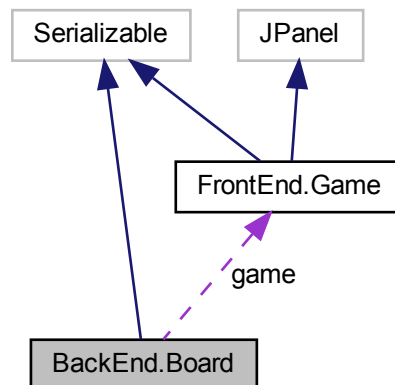
- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/BackEnd/BigBomb.java](#)

## 6.2 BackEnd.Board Class Reference

Inheritance diagram for BackEnd.Board:



Collaboration diagram for BackEnd.Board:



## Public Member Functions

- [Board](#) ([Difficulty](#) d, [Game](#) g, [Controller](#) controller)
- int [getRows](#) ()
- int [getCols](#) ()
- int [getHiddenTiles](#) ()
- void [resetGame](#) ()
- void [end](#) ()
- void [restart](#) ()
- void [generateBombs](#) (int startX, int startY)
- void [setBombsAroundNums](#) ()
- int [getBombsAround](#) (int row, int col)
- void [revealEveryTile](#) ()
- void [findZerosAround](#) (int row, int col)
- void [loadImages](#) ()
- void [resetFlags](#) ()
- void [revealTile](#) (int row, int col)
- void [decHiddenTiles](#) ()
- void [flagTile](#) (int col, int row)
- int [getFlags](#) ()
- void [modFlag](#) (int f)
- void [addMoreBombs](#) (int db)
- void [paintComponent](#) (Graphics g, int startX, int startY)

### 6.2.1 Constructor & Destructor Documentation



### 6.2.1.1 Board()

```
BackEnd.Board.Board (
    Difficulty d,
    Game g,
    Controller controller )
```

## 6.2.2 Member Function Documentation

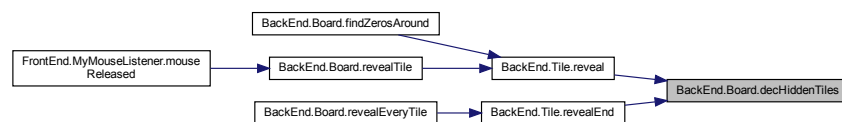
### 6.2.2.1 addMoreBombs()

```
void BackEnd.Board.addMoreBombs (
    int db )
```

### 6.2.2.2 decHiddenTiles()

```
void BackEnd.Board.decHiddenTiles ( )
```

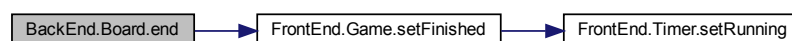
Here is the caller graph for this function:



### 6.2.2.3 end()

```
void BackEnd.Board.end ( )
```

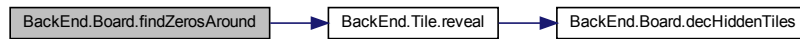
Here is the call graph for this function:



#### 6.2.2.4 findZerosAround()

```
void BackEnd.Board.findZerosAround (
    int row,
    int col )
```

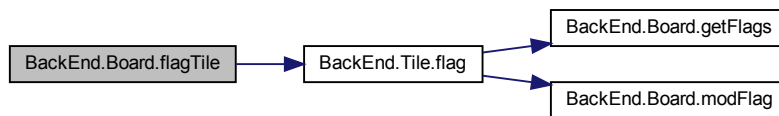
Here is the call graph for this function:



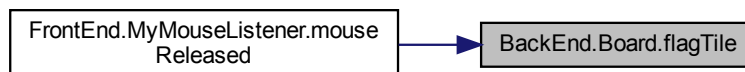
#### 6.2.2.5 flagTile()

```
void BackEnd.Board.flagTile (
    int col,
    int row )
```

Here is the call graph for this function:



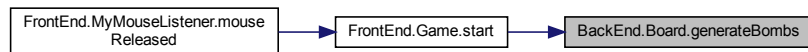
Here is the caller graph for this function:



### 6.2.2.6 generateBombs()

```
void BackEnd.Board.generateBombs (
    int startX,
    int startY )
```

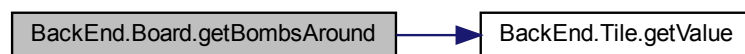
Here is the caller graph for this function:



### 6.2.2.7 getBombsAround()

```
int BackEnd.Board.getBombsAround (
    int row,
    int col )
```

Here is the call graph for this function:



### 6.2.2.8 getCols()

```
int BackEnd.Board.getCols ( )
```

### 6.2.2.9 getFlags()

```
int BackEnd.Board.getFlags ( )
```

Here is the caller graph for this function:



**6.2.2.10 getHiddenTiles()**

```
int BackEnd.Board.getHiddenTiles ( )
```

**6.2.2.11 getRows()**

```
int BackEnd.Board.getRows ( )
```

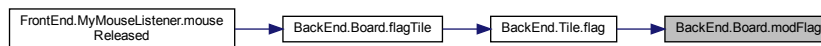
**6.2.2.12 loadImages()**

```
void BackEnd.Board.loadImages ( )
```

**6.2.2.13 modFlag()**

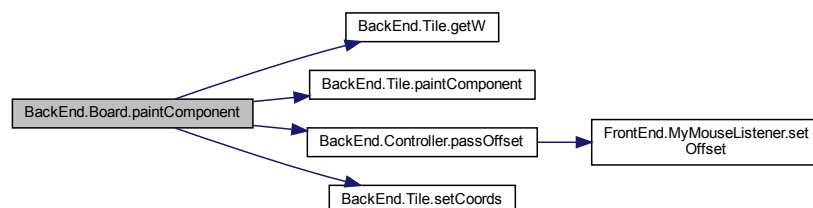
```
void BackEnd.Board.modFlag (
    int f )
```

Here is the caller graph for this function:

**6.2.2.14 paintComponent()**

```
void BackEnd.Board.paintComponent (
    Graphics g,
    int startX,
    int startY )
```

Here is the call graph for this function:



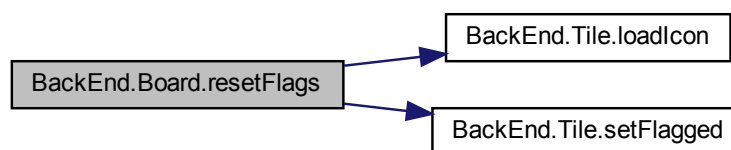
Here is the caller graph for this function:



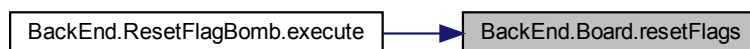
#### 6.2.2.15 `resetFlags()`

```
void BackEnd.Board.resetFlags ( )
```

Here is the call graph for this function:



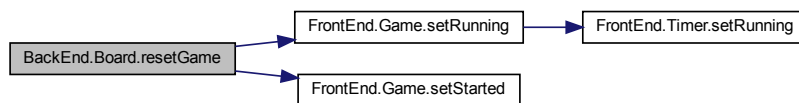
Here is the caller graph for this function:



#### 6.2.2.16 `resetGame()`

```
void BackEnd.Board.resetGame ( )
```

Here is the call graph for this function:



#### 6.2.2.17 restart()

```
void BackEnd.Board.restart ( )
```

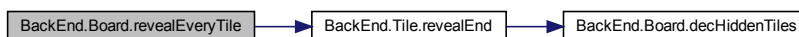
Here is the caller graph for this function:



#### 6.2.2.18 revealEveryTile()

```
void BackEnd.Board.revealEveryTile ( )
```

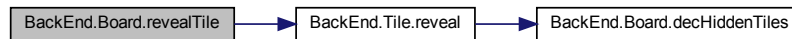
Here is the call graph for this function:



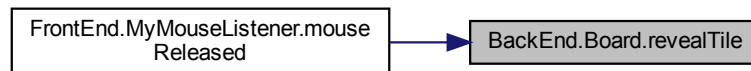
### 6.2.2.19 revealTile()

```
void BackEnd.Board.revealTile (
    int row,
    int col )
```

Here is the call graph for this function:



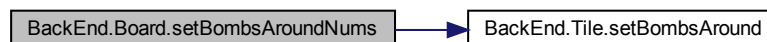
Here is the caller graph for this function:



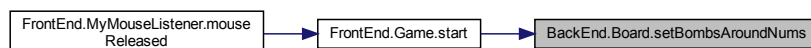
### 6.2.2.20 setBombsAroundNums()

```
void BackEnd.Board.setBombsAroundNums ( )
```

Here is the call graph for this function:



Here is the caller graph for this function:

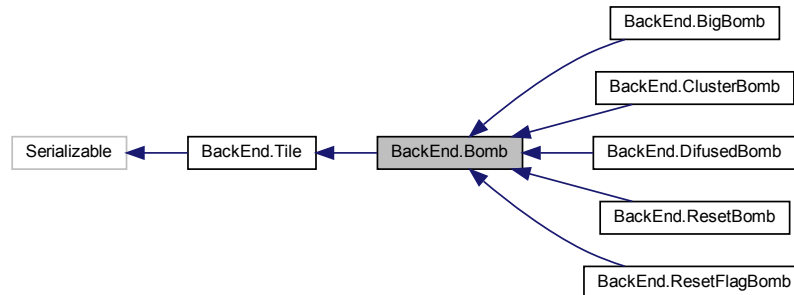


The documentation for this class was generated from the following file:

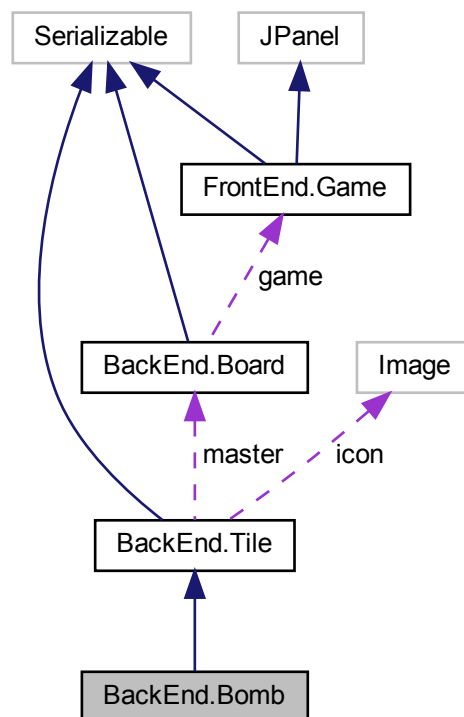
- `/home/szoliver/eclipse-workspace/Prog3_HF/Prog3_HF/src/BackEnd/Board.java`

## 6.3 BackEnd.Bomb Class Reference

Inheritance diagram for BackEnd.Bomb:



Collaboration diagram for BackEnd.Bomb:



### Public Member Functions

- [Bomb](#) ([Board](#) b)



- void [reveal](#) ()
- void [revealEnd](#) ()
- void [setBombsAround](#) (int b)
- int [getValue](#) ()

## Protected Member Functions

- void [changelcon](#) ()
- void [execute](#) ()

## Additional Inherited Members

### 6.3.1 Constructor & Destructor Documentation

#### 6.3.1.1 Bomb()

```
BackEnd.Bomb.Bomb (
    Board b )
```

### 6.3.2 Member Function Documentation

#### 6.3.2.1 changelcon()

```
void BackEnd.Bomb.changeIcon ( ) [protected]
```

Reimplemented from [BackEnd.Tile](#).

Reimplemented in [BackEnd.ResetFlagBomb](#), [BackEnd.ResetBomb](#), [BackEnd.DifusedBomb](#), [BackEnd.ClusterBomb](#), and [BackEnd.BigBomb](#).

#### 6.3.2.2 execute()

```
void BackEnd.Bomb.execute ( ) [protected]
```

Reimplemented in [BackEnd.ResetFlagBomb](#), [BackEnd.ResetBomb](#), and [BackEnd.ClusterBomb](#).

### 6.3.2.3 `getValue()`

```
int BackEnd.Bomb.getValue ( )
```

Reimplemented from [BackEnd.Tile](#).

Reimplemented in [BackEnd.BigBomb](#).

### 6.3.2.4 `reveal()`

```
void BackEnd.Bomb.reveal ( )
```

Reimplemented from [BackEnd.Tile](#).

Reimplemented in [BackEnd.DifusedBomb](#).

### 6.3.2.5 `revealEnd()`

```
void BackEnd.Bomb.revealEnd ( )
```

Reimplemented from [BackEnd.Tile](#).

Reimplemented in [BackEnd.DifusedBomb](#).

### 6.3.2.6 `setBombsAround()`

```
void BackEnd.Bomb.setBombsAround (
    int b )
```

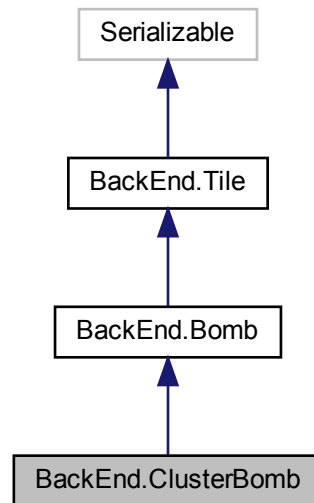
Reimplemented from [BackEnd.Tile](#).

The documentation for this class was generated from the following file:

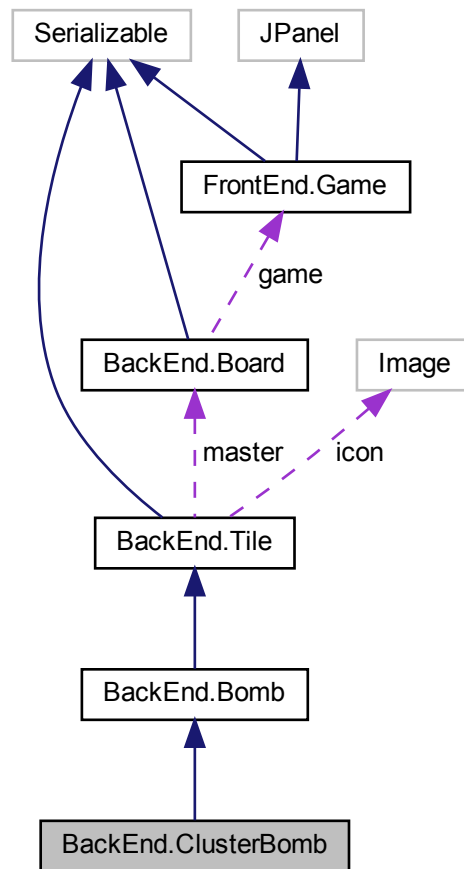
- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/BackEnd/Bomb.java](#)

## 6.4 BackEnd.ClusterBomb Class Reference

Inheritance diagram for BackEnd.ClusterBomb:



Collaboration diagram for BackEnd.ClusterBomb:



## Public Member Functions

- [ClusterBomb](#) ([Board](#) b)

## Protected Member Functions

- void [changelcon](#) ()
- void [execute](#) ()

## Additional Inherited Members

### 6.4.1 Constructor & Destructor Documentation

#### 6.4.1.1 ClusterBomb()

```
BackEnd.ClusterBomb.ClusterBomb (
    Board b )
```

### 6.4.2 Member Function Documentation

#### 6.4.2.1 changelcon()

```
void BackEnd.ClusterBomb.changeIcon ( ) [protected]
```

Reimplemented from [BackEnd.Bomb](#).

#### 6.4.2.2 execute()

```
void BackEnd.ClusterBomb.execute ( ) [protected]
```

Reimplemented from [BackEnd.Bomb](#).

The documentation for this class was generated from the following file:

- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/BackEnd/ClusterBomb.java](#)

## 6.5 BackEnd.Controller Class Reference

### Public Member Functions

- [Controller](#) ()
- void [setMenuBar](#) ([MyMenuBar](#) m)
- void [setGame](#) ([Game](#) g)
- void [setGameMenuBar](#) (boolean b)
- void [setWindow](#) ([Window](#) w)
- [Difficulty](#) [getDiff](#) ()
- void [setDiff](#) ([Difficulty](#) d)
- void [setPanel](#) ([JPanel](#) panel)
- void [setWindowSize](#) (int w, int h)
- void [resetWindowSize](#) ()
- void [setML](#) ([MyMouseListener](#) m)
- void [setMMLBoard](#) ([Board](#) b)
- void [passOffset](#) (int x, int y)
- boolean [pauseGame](#) ()
- void [save](#) ([Game](#) g)
- [Game](#) [load](#) ()

## 6.5.1 Constructor & Destructor Documentation

### 6.5.1.1 Controller()

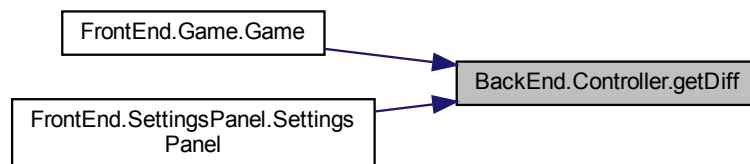
```
BackEnd.Controller.Controller ( )
```

## 6.5.2 Member Function Documentation

### 6.5.2.1 getDiff()

```
Difficulty BackEnd.Controller.getDiff ( )
```

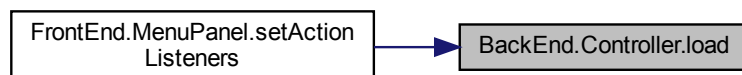
Here is the caller graph for this function:



### 6.5.2.2 load()

```
Game BackEnd.Controller.load ( )
```

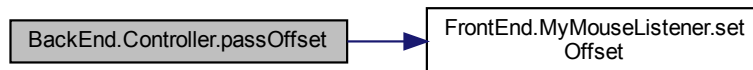
Here is the caller graph for this function:



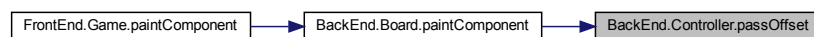
### 6.5.2.3 passOffset()

```
void BackEnd.Controller.passOffset (
    int x,
    int y )
```

Here is the call graph for this function:



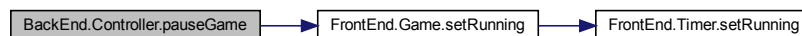
Here is the caller graph for this function:



### 6.5.2.4 pauseGame()

```
boolean BackEnd.Controller.pauseGame ( )
```

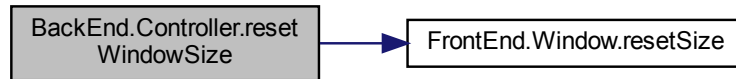
Here is the call graph for this function:



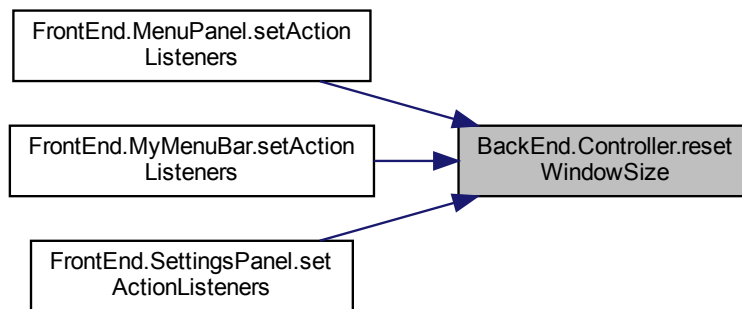
#### 6.5.2.5 resetWindowSize()

```
void BackEnd.Controller.resetWindowSize ( )
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 6.5.2.6 save()

```
void BackEnd.Controller.save (
    Game g )
```

#### 6.5.2.7 setDiff()

```
void BackEnd.Controller.setDiff (
    Difficulty d )
```



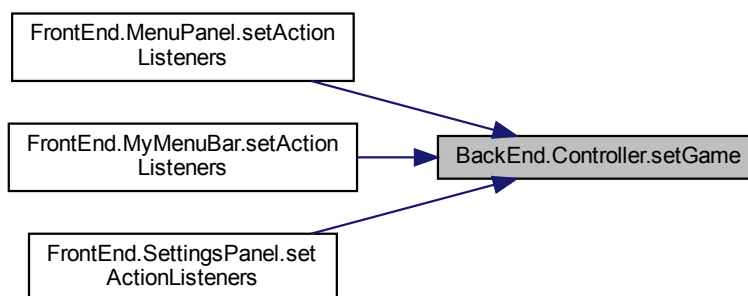
Here is the caller graph for this function:



#### 6.5.2.8 setGame()

```
void BackEnd.Controller.setGame (
    Game g )
```

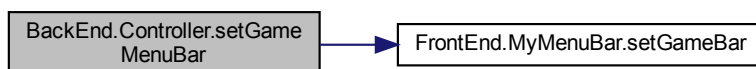
Here is the caller graph for this function:



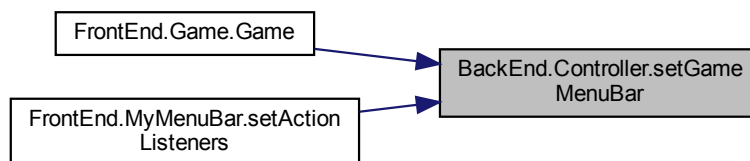
#### 6.5.2.9 setGameMenuBar()

```
void BackEnd.Controller.setGameMenuBar (
    boolean b )
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 6.5.2.10 `setMenuBar()`

```
void BackEnd.Controller.setMenuBar (  
    MyMenuBar m )
```

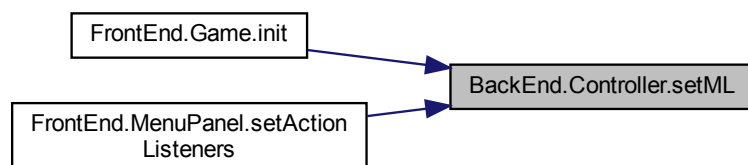
Here is the caller graph for this function:



#### 6.5.2.11 `setML()`

```
void BackEnd.Controller.setML (  
    MyMouseListener m )
```

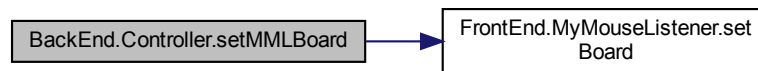
Here is the caller graph for this function:



### 6.5.2.12 setMMLBoard()

```
void BackEnd.Controller.setMMLBoard (  
    Board b )
```

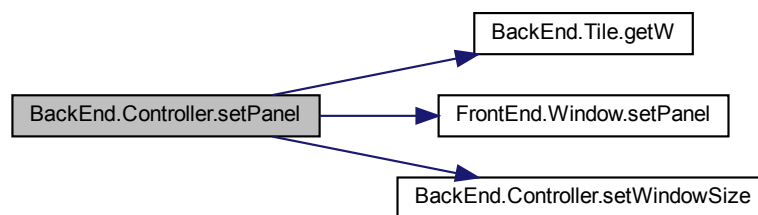
Here is the call graph for this function:



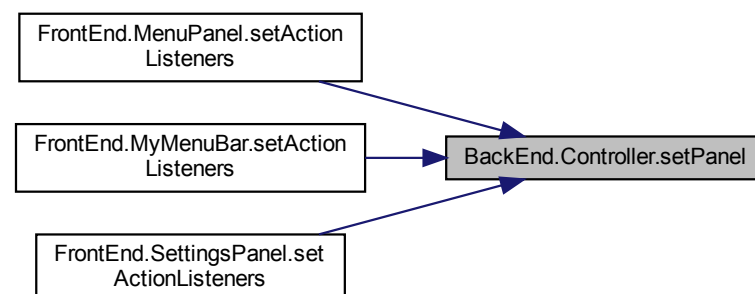
### 6.5.2.13 setPanel()

```
void BackEnd.Controller.setPanel (  
    JPanel panel )
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 6.5.2.14 setWindow()

```
void BackEnd.Controller.setWindow (
    Window w )
```

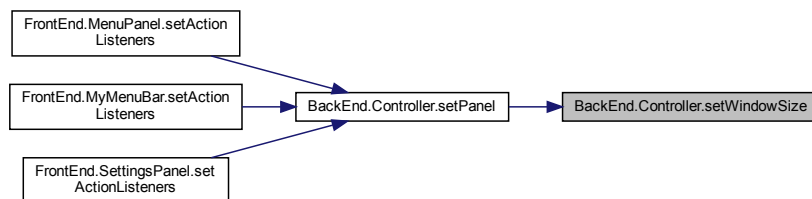
Here is the caller graph for this function:



#### 6.5.2.15 setWindowSize()

```
void BackEnd.Controller.setWindowSize (
    int w,
    int h )
```

Here is the caller graph for this function:



The documentation for this class was generated from the following file:

- `/home/szoliver/eclipse-workspace/Prog3_HF/Prog3_HF/src/BackEnd/Controller.java`

## 6.6 BackEnd.Difficulty Enum Reference

### Public Member Functions

- void `set` (int r, int c, int b)
- int `rows` ()
- int `cols` ()
- int `bombs` ()

## Public Attributes

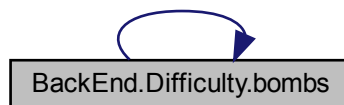
- **EASY** =(8,8,10)
- **NORMAL** =(16,16,40)
- **HARD** =(16,30,99)
- **CUSTOM** =(0,0,0)
- int **cols**
- int **bombs**

## 6.6.1 Member Function Documentation

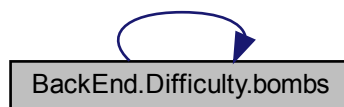
### 6.6.1.1 bombs()

```
int BackEnd.Difficulty.bombs ( )
```

Here is the call graph for this function:



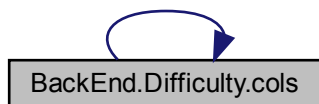
Here is the caller graph for this function:



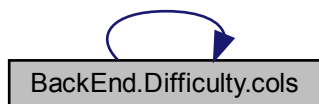
### 6.6.1.2 cols()

```
int BackEnd.Difficulty.cols ( )
```

Here is the call graph for this function:



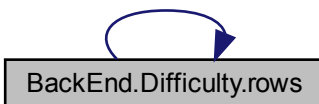
Here is the caller graph for this function:



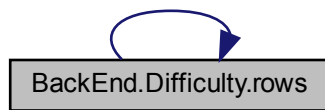
### 6.6.1.3 rows()

```
int BackEnd.Difficulty.rows ( )
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 6.6.1.4 set()

```
void BackEnd.Difficulty.set (  
    int r,  
    int c,  
    int b )
```

### 6.6.2 Member Data Documentation

#### 6.6.2.1 bombs

```
int BackEnd.Difficulty.bombs
```

#### 6.6.2.2 cols

```
int BackEnd.Difficulty.cols
```

#### 6.6.2.3 CUSTOM

```
BackEnd.Difficulty.CUSTOM =(0,0,0)
```

#### 6.6.2.4 EASY

```
BackEnd.Difficulty.EASY = (8, 8, 10)
```

#### 6.6.2.5 HARD

```
BackEnd.Difficulty.HARD = (16, 30, 99)
```

#### 6.6.2.6 NORMAL

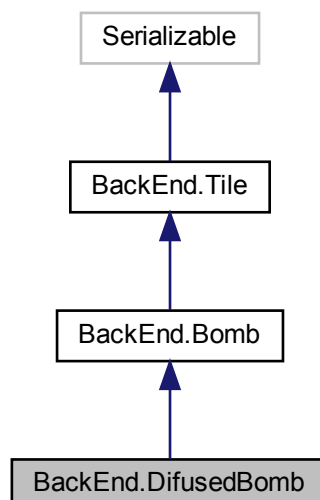
```
BackEnd.Difficulty.NORMAL = (16, 16, 40)
```

The documentation for this enum was generated from the following file:

- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/BackEnd/Difficulty.java](/home/szoliver/eclipse-workspace/Prog3_HF/Prog3_HF/src/BackEnd/Difficulty.java)

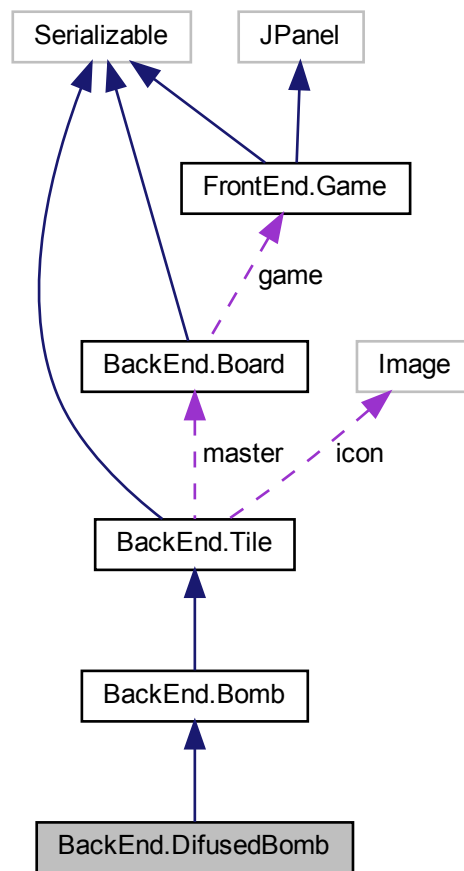
## 6.7 BackEnd.DifusedBomb Class Reference

Inheritance diagram for BackEnd.DifusedBomb:





Collaboration diagram for BackEnd.DifusedBomb:



## Public Member Functions

- [DifusedBomb](#) ([Board](#) b)
- void [reveal](#) ()
- void [revealEnd](#) ()

## Protected Member Functions

- void [changelcon](#) ()

## Additional Inherited Members

### 6.7.1 Constructor & Destructor Documentation

### 6.7.1.1 DifusedBomb()

```
BackEnd.DifusedBomb.DifusedBomb (
    Board b )
```

## 6.7.2 Member Function Documentation

### 6.7.2.1 changelcon()

```
void BackEnd.DifusedBomb.changeIcon ( ) [protected]
```

Reimplemented from [BackEnd.Bomb](#).

### 6.7.2.2 reveal()

```
void BackEnd.DifusedBomb.reveal ( )
```

Reimplemented from [BackEnd.Bomb](#).

### 6.7.2.3 revealEnd()

```
void BackEnd.DifusedBomb.revealEnd ( )
```

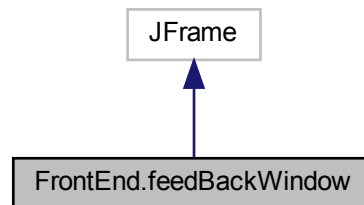
Reimplemented from [BackEnd.Bomb](#).

The documentation for this class was generated from the following file:

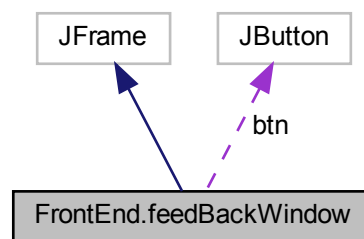
- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/BackEnd/DifusedBomb.java](#)

## 6.8 FrontEnd.feedBackWindow Class Reference

Inheritance diagram for FrontEnd.feedBackWindow:



Collaboration diagram for FrontEnd.feedBackWindow:



### Public Member Functions

- [feedBackWindow](#) (String text, boolean success)

### 6.8.1 Constructor & Destructor Documentation

#### 6.8.1.1 feedBackWindow()

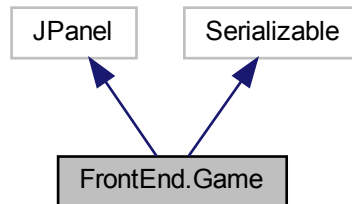
```
FrontEnd.feedBackWindow.feedBackWindow (  
    String text,  
    boolean success )
```

The documentation for this class was generated from the following file:

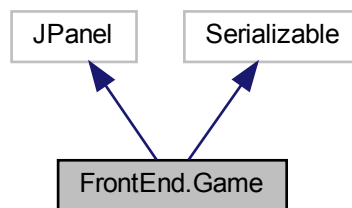
- `/home/szoliver/eclipse-workspace/Prog3_HF/Prog3_HF/src/FrontEnd/feedBackWindow.java`

## 6.9 FrontEnd.Game Class Reference

Inheritance diagram for FrontEnd.Game:



Collaboration diagram for FrontEnd.Game:



### Public Member Functions

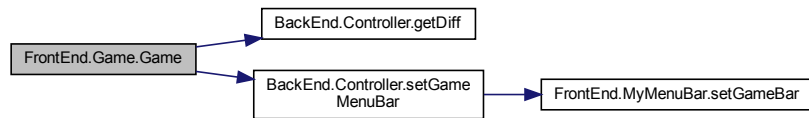
- [Game](#) ([Controller](#) controller)
- void [init](#) ()
- [MyMouseListener](#) [getListener](#) ()
- boolean [running](#) ()
- boolean [finished](#) ()
- boolean [started](#) ()
- void [setStarted](#) (boolean b)
- void [setFinished](#) (boolean b)
- void [setRunning](#) (boolean b)
- void [restart](#) ()
- void [start](#) (int startX, int startY)
- void [paintComponent](#) (Graphics g)

### 6.9.1 Constructor & Destructor Documentation

### 6.9.1.1 Game()

```
FrontEnd.Game.Game (
    Controller controller )
```

Here is the call graph for this function:



## 6.9.2 Member Function Documentation

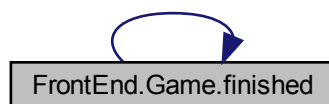
### 6.9.2.1 finished()

```
boolean FrontEnd.Game.finished ( )
```

Here is the call graph for this function:



Here is the caller graph for this function:



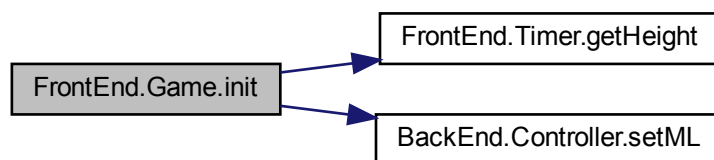
### 6.9.2.2 getListener()

```
MouseListener FrontEnd.Game.getListener ( )
```

### 6.9.2.3 init()

```
void FrontEnd.Game.init ( )
```

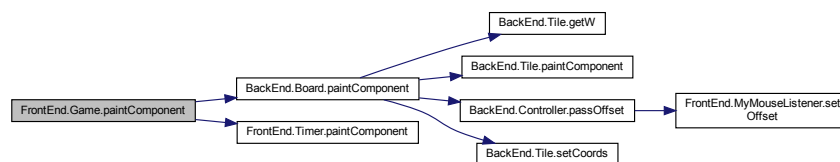
Here is the call graph for this function:



### 6.9.2.4 paintComponent()

```
void FrontEnd.Game.paintComponent ( Graphics g )
```

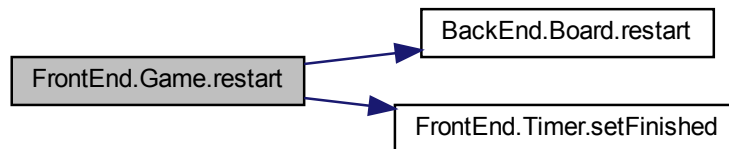
Here is the call graph for this function:



### 6.9.2.5 restart()

```
void FrontEnd.Game.restart ( )
```

Here is the call graph for this function:



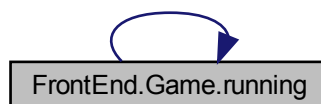
### 6.9.2.6 running()

```
boolean FrontEnd.Game.running ( )
```

Here is the call graph for this function:



Here is the caller graph for this function:



### 6.9.2.7 setFinished()

```
void FrontEnd.Game.setFinished (  
    boolean b )
```

Here is the call graph for this function:



Here is the caller graph for this function:



### 6.9.2.8 setRunning()

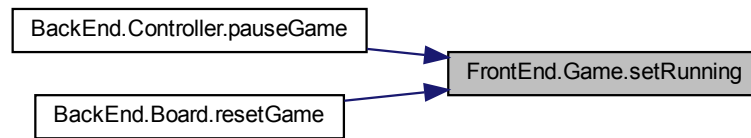
```
void FrontEnd.Game.setRunning (  
    boolean b )
```

Here is the call graph for this function:





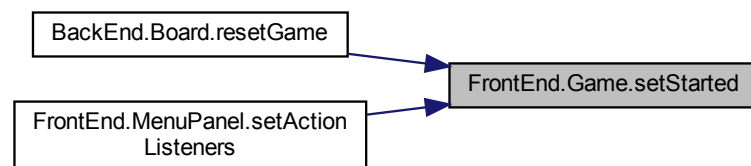
Here is the caller graph for this function:



### 6.9.2.9 `setStarted()`

```
void FrontEnd.Game.setStarted (
    boolean b )
```

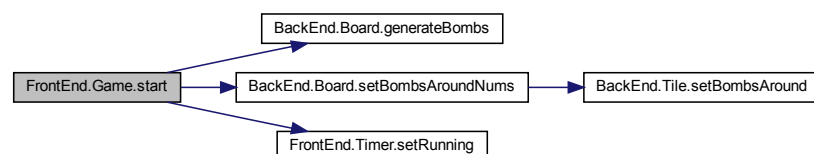
Here is the caller graph for this function:



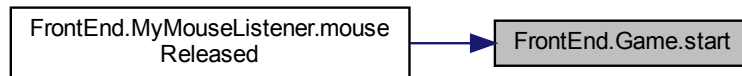
### 6.9.2.10 `start()`

```
void FrontEnd.Game.start (
    int startX,
    int startY )
```

Here is the call graph for this function:



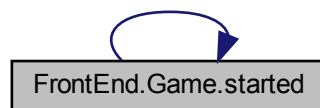
Here is the caller graph for this function:



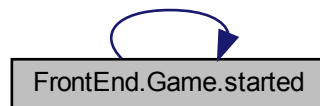
#### 6.9.2.11 started()

```
boolean FrontEnd.Game.started ( )
```

Here is the call graph for this function:



Here is the caller graph for this function:

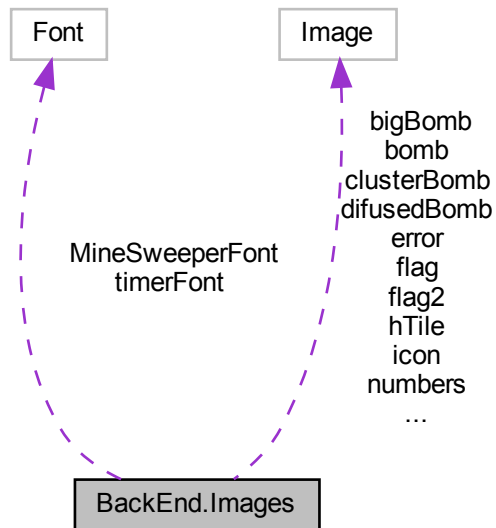


The documentation for this class was generated from the following file:

- `/home/szoliver/eclipse-workspace/Prog3_HF/Prog3_HF/src/FrontEnd/Game.java`

## 6.10 BackEnd.Images Class Reference

Collaboration diagram for BackEnd.Images:



### Static Public Member Functions

- static void `loadImages` () throws Exception

### Static Public Attributes

- static Font `timerFont`
- static Font `MineSweeperFont`
- static Image `numbers` []
- static Image `unknown`
- static Image `bomb`
- static Image `resetFlagBomb`
- static Image `redBomb`
- static Image `difusedBomb`
- static Image `resetBomb`
- static Image `bigBomb`
- static Image `clusterBomb`
- static Image `flag`
- static Image `flag2`
- static Image `hTile`
- static Image `icon`
- static Image `error`
- static Image `success`

## 6.10.1 Member Function Documentation

### 6.10.1.1 loadImages()

```
static void BackEnd.Images.loadImages ( ) throws Exception [static]
```

Here is the caller graph for this function:



## 6.10.2 Member Data Documentation

### 6.10.2.1 bigBomb

```
Image BackEnd.Images.bigBomb [static]
```

### 6.10.2.2 bomb

```
Image BackEnd.Images.bomb [static]
```

### 6.10.2.3 clusterBomb

```
Image BackEnd.Images.clusterBomb [static]
```

### 6.10.2.4 difusedBomb

```
Image BackEnd.Images.difusedBomb [static]
```

#### 6.10.2.5 error

`Image BackEnd.Images.error [static]`

#### 6.10.2.6 flag

`Image BackEnd.Images.flag [static]`

#### 6.10.2.7 flag2

`Image BackEnd.Images.flag2 [static]`

#### 6.10.2.8 hTile

`Image BackEnd.Images.hTile [static]`

#### 6.10.2.9 icon

`Image BackEnd.Images.icon [static]`

#### 6.10.2.10 MineSweeperFont

`Font BackEnd.Images.MineSweeperFont [static]`

#### 6.10.2.11 numbers

`Image BackEnd.Images.numbers[] [static]`

#### 6.10.2.12 redBomb

`Image BackEnd.Images.redBomb [static]`

### 6.10.2.13 resetBomb

```
Image BackEnd.Images.resetBomb [static]
```

### 6.10.2.14 resetFlagBomb

```
Image BackEnd.Images.resetFlagBomb [static]
```

### 6.10.2.15 success

```
Image BackEnd.Images.success [static]
```

### 6.10.2.16 timerFont

```
Font BackEnd.Images.timerFont [static]
```

### 6.10.2.17 unknown

```
Image BackEnd.Images.unknown [static]
```

The documentation for this class was generated from the following file:

- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/BackEnd/Images.java](/home/szoliver/eclipse-workspace/Prog3_HF/Prog3_HF/src/BackEnd/Images.java)

## 6.11 BackEnd.Main Class Reference

### Static Public Member Functions

- static void [main](#) (String[] args)

### 6.11.1 Member Function Documentation

### 6.11.1.1 main()

```
static void BackEnd.Main.main (  
    String[] args ) [static]
```

Here is the call graph for this function:

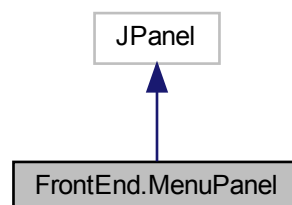


The documentation for this class was generated from the following file:

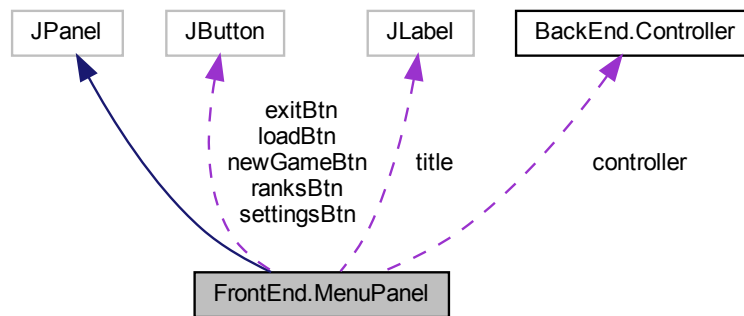
- `/home/szoliver/eclipse-workspace/Prog3_HF/Prog3_HF/src/BackEnd/Main.java`

## 6.12 FrontEnd.MenuPanel Class Reference

Inheritance diagram for `FrontEnd.MenuPanel`:



Collaboration diagram for FrontEnd.MenuPanel:



## Public Member Functions

- [MenuPanel](#) ([Controller](#) c)
- void [initComponents](#) ()
- void [setActionListeners](#) ()

## 6.12.1 Constructor & Destructor Documentation

### 6.12.1.1 MenuPanel()

```
FrontEnd.MenuPanel.MenuPanel (
    Controller c )
```

## 6.12.2 Member Function Documentation

### 6.12.2.1 initComponents()

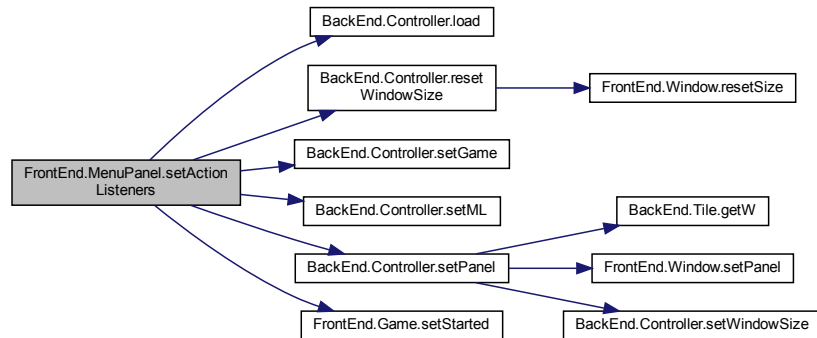
```
void FrontEnd.MenuPanel.initComponents ( )
```



### 6.12.2.2 setActionListeners()

```
void FrontEnd.MenuPanel.setActionListeners ( )
```

Here is the call graph for this function:

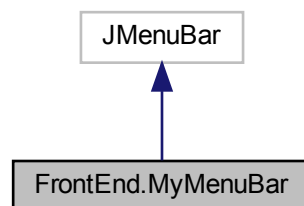


The documentation for this class was generated from the following file:

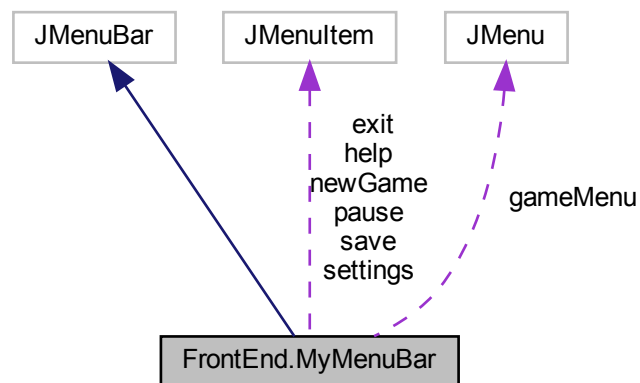
- `/home/szoliver/eclipse-workspace/Prog3_HF/Prog3_HF/src/FrontEnd/MenuPanel.java`

## 6.13 FrontEnd.MyMenuBar Class Reference

Inheritance diagram for `FrontEnd.MyMenuBar`:



Collaboration diagram for FrontEnd.MyMenuBar:



## Public Member Functions

- `MyMenuBar` (`Controller` controller)
- void `initComponents` ()
- void `setGameBar` (boolean b)
- void `setActionListeners` ()

## 6.13.1 Constructor & Destructor Documentation

### 6.13.1.1 MyMenuBar()

```
FrontEnd.MyMenuBar.MyMenuBar (
    Controller controller )
```

## 6.13.2 Member Function Documentation

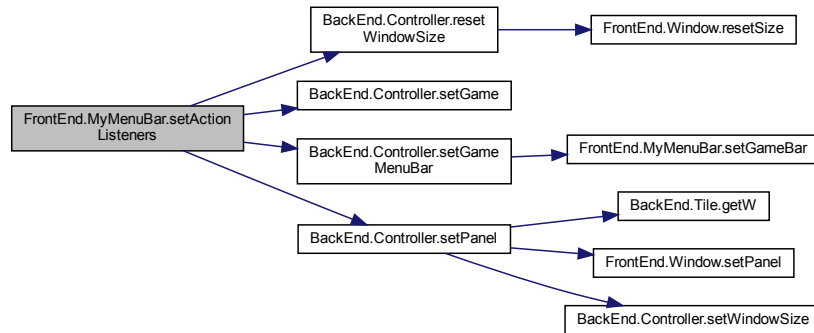
### 6.13.2.1 initComponents()

```
void FrontEnd.MyMenuBar.initComponents ( )
```

## 6.13.2.2 setActionListeners()

```
void FrontEnd.MyMenuBar.setActionListeners ( )
```

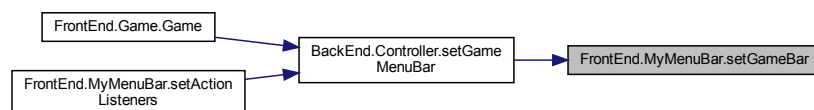
Here is the call graph for this function:



## 6.13.2.3 setGameBar()

```
void FrontEnd.MyMenuBar.setGameBar (
    boolean b )
```

Here is the caller graph for this function:

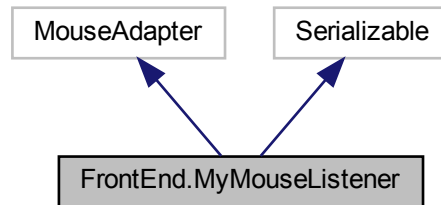


The documentation for this class was generated from the following file:

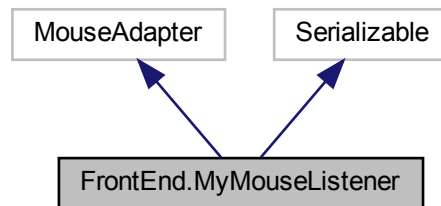
- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/FrontEnd/MyMenuBar.java](#)

## 6.14 FrontEnd.MyMouseListener Class Reference

Inheritance diagram for FrontEnd.MyMouseListener:



Collaboration diagram for FrontEnd.MyMouseListener:



### Public Member Functions

- `MyMouseListener` (`Board` b, `Game` g)
- void `setBoard` (`Board` b)
- void `setOffset` (int x, int y)
- void `mouseReleased` (`MouseEvent` e)

### 6.14.1 Constructor & Destructor Documentation

#### 6.14.1.1 MyMouseListener()

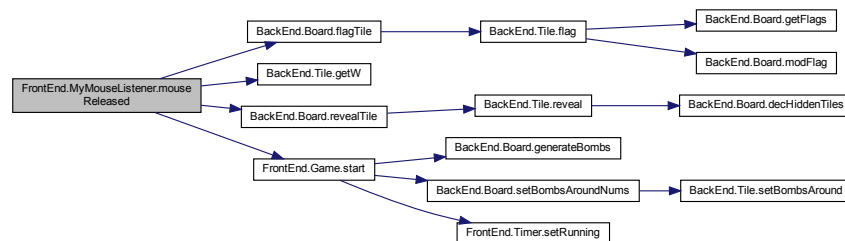
```
FrontEnd.MyMouseListener.MyMouseListener (  
    Board b,  
    Game g )
```

## 6.14.2 Member Function Documentation

### 6.14.2.1 mouseReleased()

```
void FrontEnd.MyMouseListener.mouseReleased (
    MouseEvent e )
```

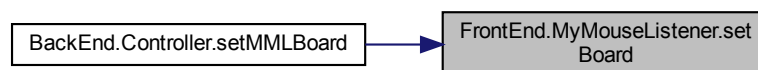
Here is the call graph for this function:



### 6.14.2.2 setBoard()

```
void FrontEnd.MyMouseListener.setBoard (
    Board b )
```

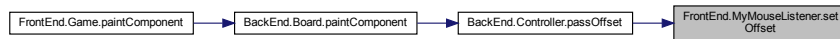
Here is the caller graph for this function:



### 6.14.2.3 setOffset()

```
void FrontEnd.MyMouseListener.setOffset (
    int x,
    int y )
```

Here is the caller graph for this function:

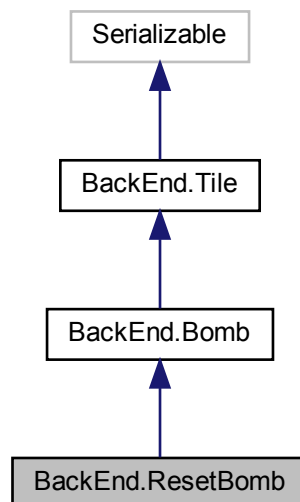


The documentation for this class was generated from the following file:

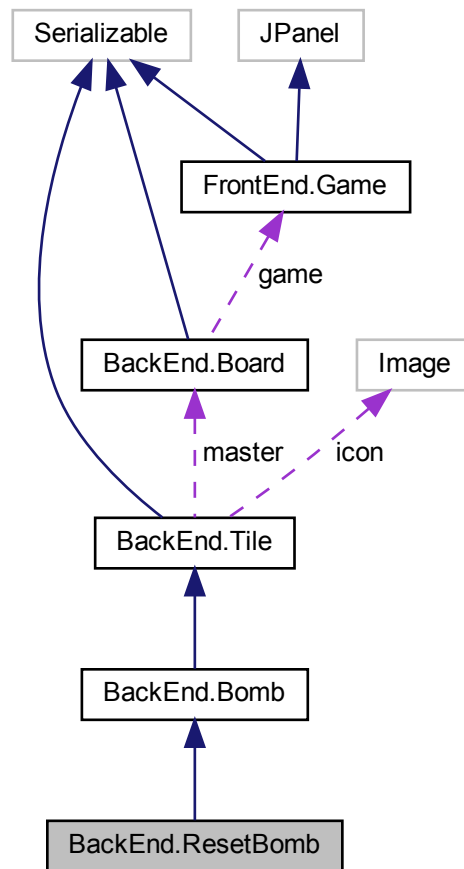
- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/FrontEnd/MyMouseListener.java](#)

## 6.15 BackEnd.ResetBomb Class Reference

Inheritance diagram for BackEnd.ResetBomb:



Collaboration diagram for BackEnd.ResetBomb:



## Public Member Functions

- [ResetBomb](#) ([Board](#) b)

## Protected Member Functions

- void [changeIcon](#) ()
- void [execute](#) ()

## Additional Inherited Members

### 6.15.1 Constructor & Destructor Documentation

### 6.15.1.1 ResetBomb()

```
BackEnd.ResetBomb.ResetBomb (
    Board b )
```

## 6.15.2 Member Function Documentation

### 6.15.2.1 changelcon()

```
void BackEnd.ResetBomb.changeIcon ( ) [protected]
```

Reimplemented from [BackEnd.Bomb](#).

### 6.15.2.2 execute()

```
void BackEnd.ResetBomb.execute ( ) [protected]
```

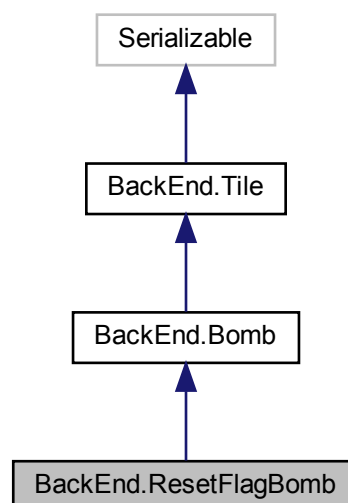
Reimplemented from [BackEnd.Bomb](#).

The documentation for this class was generated from the following file:

- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/BackEnd/ResetBomb.java](#)

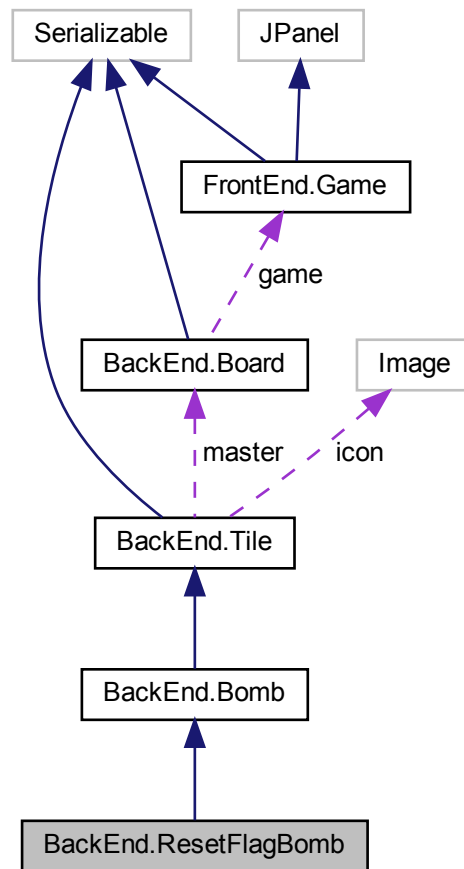
## 6.16 BackEnd.ResetFlagBomb Class Reference

Inheritance diagram for BackEnd.ResetFlagBomb:





Collaboration diagram for BackEnd.ResetFlagBomb:



## Public Member Functions

- [ResetFlagBomb](#) ([Board](#) b)

## Protected Member Functions

- void [changeIcon](#) ()
- void [execute](#) ()

## Additional Inherited Members

### 6.16.1 Constructor & Destructor Documentation

### 6.16.1.1 ResetFlagBomb()

```
BackEnd.ResetFlagBomb.ResetFlagBomb (
    Board b )
```

## 6.16.2 Member Function Documentation

### 6.16.2.1 changelcon()

```
void BackEnd.ResetFlagBomb.changeIcon ( ) [protected]
```

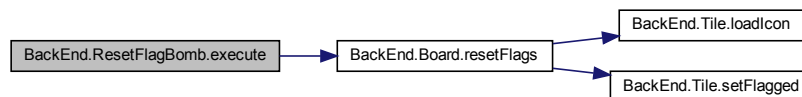
Reimplemented from [BackEnd.Bomb](#).

### 6.16.2.2 execute()

```
void BackEnd.ResetFlagBomb.execute ( ) [protected]
```

Reimplemented from [BackEnd.Bomb](#).

Here is the call graph for this function:

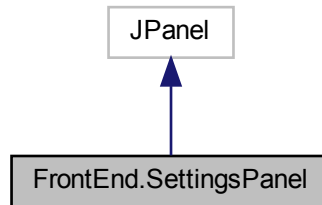


The documentation for this class was generated from the following file:

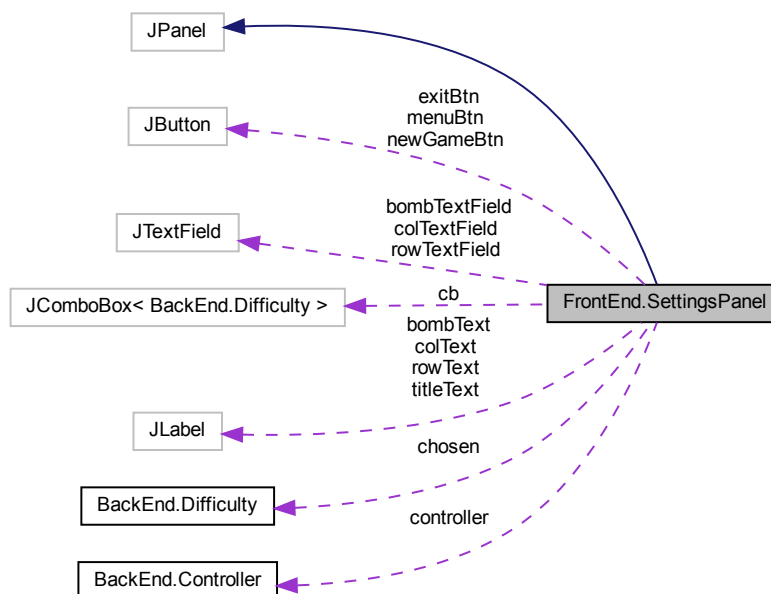
- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/BackEnd/ResetFlagBomb.java](#)

## 6.17 FrontEnd.SettingsPanel Class Reference

Inheritance diagram for FrontEnd.SettingsPanel:



Collaboration diagram for FrontEnd.SettingsPanel:



### Public Member Functions

- `SettingsPanel` (`Controller` controller)
- boolean `submit` ()
- `Difficulty` `getDiff` ()
- void `setActionListeners` ()

## 6.17.1 Constructor & Destructor Documentation

### 6.17.1.1 SettingsPanel()

```
FrontEnd.SettingsPanel.SettingsPanel (
    Controller controller )
```

Here is the call graph for this function:



## 6.17.2 Member Function Documentation

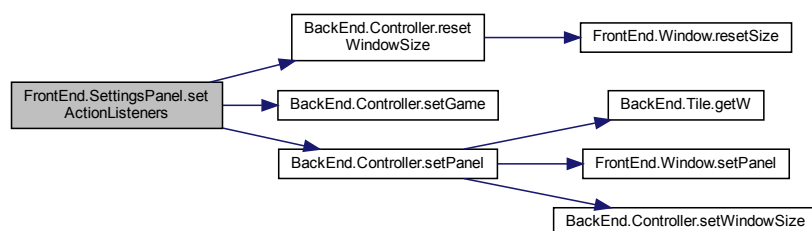
### 6.17.2.1 getDiff()

```
Difficulty FrontEnd.SettingsPanel.getDiff ( )
```

### 6.17.2.2 setActionListeners()

```
void FrontEnd.SettingsPanel.setActionListeners ( )
```

Here is the call graph for this function:



### 6.17.2.3 submit()

```
boolean FrontEnd.SettingsPanel.submit ( )
```

Here is the call graph for this function:

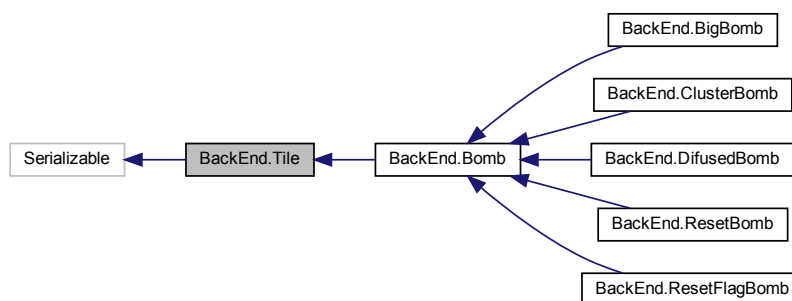


The documentation for this class was generated from the following file:

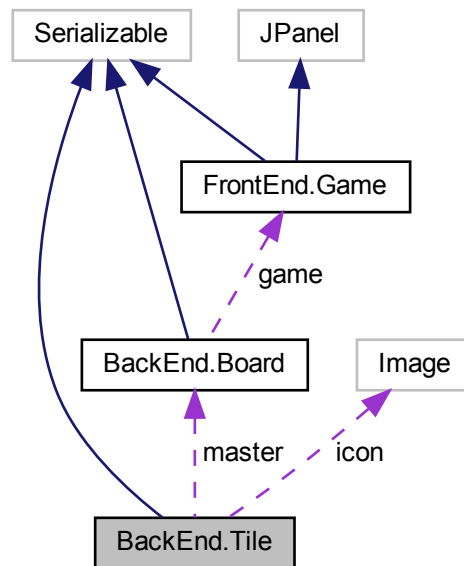
- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/FrontEnd/SettingsPanel.java](#)

## 6.18 BackEnd.Tile Class Reference

Inheritance diagram for BackEnd.Tile:



Collaboration diagram for BackEnd.Tile:



## Public Member Functions

- [Tile](#) ([Board](#) b)
- int [getValue](#) ()
- int [getBombsAround](#) ()
- boolean [isFlagged](#) ()
- void [setFlagged](#) (boolean b)
- void [flag](#) ()
- void [setBombsAround](#) (int b)
- void [loadIcon](#) ()
- void [setCoords](#) (int x, int y)
- Image [getCorrespondingIcon](#) ()
- void [setRevealed](#) (boolean b)
- void [reveal](#) ()
- void [revealEnd](#) ()
- void [paintComponent](#) (Graphics g)

## Static Public Member Functions

- static int [getW](#) ()

## Protected Member Functions

- void [changeIcon](#) ()

## Protected Attributes

- boolean [isFlagged](#)
- boolean [isRevealed](#)
- [Board](#) master
- int [x](#)
- int [bombsAround](#)
- transient Image [icon](#)

## Static Protected Attributes

- static int [w](#) = 25

## 6.18.1 Constructor & Destructor Documentation

### 6.18.1.1 [Tile\(\)](#)

```
BackEnd.Tile.Tile (
    Board b )
```

## 6.18.2 Member Function Documentation

### 6.18.2.1 [changeIcon\(\)](#)

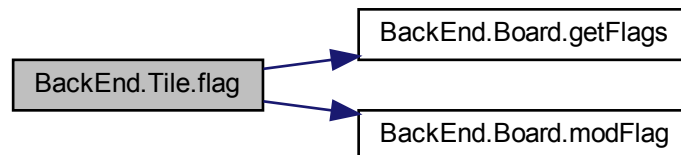
```
void BackEnd.Tile.changeIcon ( ) [protected]
```

Reimplemented in [BackEnd.ResetFlagBomb](#), [BackEnd.ResetBomb](#), [BackEnd.DifusedBomb](#), [BackEnd.ClusterBomb](#), [BackEnd.Bomb](#), and [BackEnd.BigBomb](#).

### 6.18.2.2 flag()

```
void BackEnd.Tile.flag ( )
```

Here is the call graph for this function:



Here is the caller graph for this function:



### 6.18.2.3 getBombsAround()

```
int BackEnd.Tile.getBombsAround ( )
```

### 6.18.2.4 getCorrespondingIcon()

```
Image BackEnd.Tile.getCorrespondingIcon ( )
```

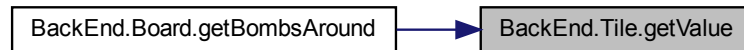


### 6.18.2.5 getValue()

```
int BackEnd.Tile.getValue ( )
```

Reimplemented in [BackEnd.Bomb](#), and [BackEnd.BigBomb](#).

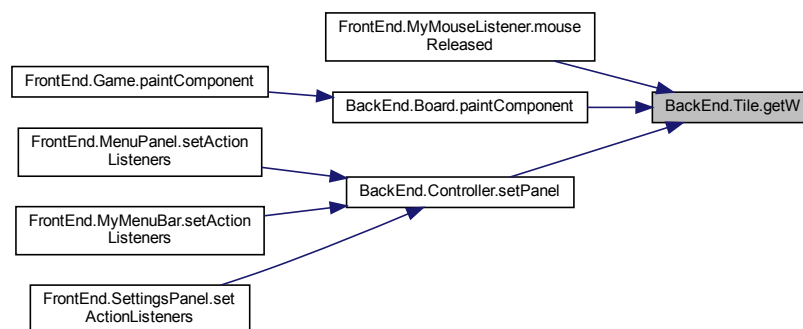
Here is the caller graph for this function:



### 6.18.2.6 getW()

```
static int BackEnd.Tile.getW ( ) [static]
```

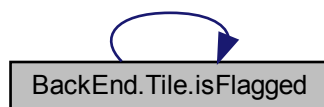
Here is the caller graph for this function:



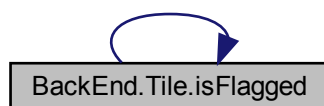
### 6.18.2.7 isFlagged()

```
boolean BackEnd.Tile.isFlagged ( )
```

Here is the call graph for this function:



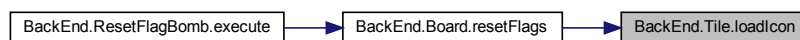
Here is the caller graph for this function:



#### 6.18.2.8 loadIcon()

```
void Backend.Tile.loadIcon ( )
```

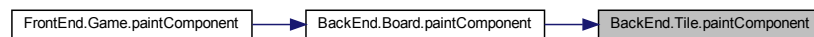
Here is the caller graph for this function:



#### 6.18.2.9 paintComponent()

```
void Backend.Tile.paintComponent (
    Graphics g )
```

Here is the caller graph for this function:



#### 6.18.2.10 `reveal()`

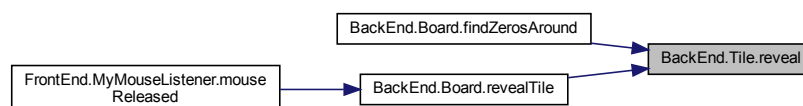
```
void BackEnd.Tile.reveal ( )
```

Reimplemented in [BackEnd.DifusedBomb](#), and [BackEnd.Bomb](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 6.18.2.11 `revealEnd()`

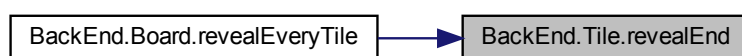
```
void BackEnd.Tile.revealEnd ( )
```

Reimplemented in [BackEnd.DifusedBomb](#), and [BackEnd.Bomb](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 6.18.2.12 setBombsAround()

```
void BackEnd.Tile.setBombsAround (
    int b )
```

Reimplemented in [BackEnd.Bomb](#).

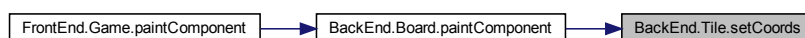
Here is the caller graph for this function:



#### 6.18.2.13 setCoords()

```
void BackEnd.Tile.setCoords (
    int x,
    int y )
```

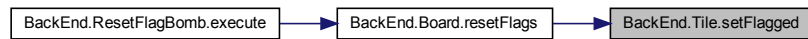
Here is the caller graph for this function:



#### 6.18.2.14 setFlagged()

```
void BackEnd.Tile.setFlagged (
    boolean b )
```

Here is the caller graph for this function:



#### 6.18.2.15 setRevealed()

```
void BackEnd.Tile.setRevealed (
    boolean b )
```

### 6.18.3 Member Data Documentation

#### 6.18.3.1 bombsAround

```
int BackEnd.Tile.bombsAround [protected]
```

#### 6.18.3.2 icon

```
transient Image BackEnd.Tile.icon [protected]
```

#### 6.18.3.3 isFlagged

```
boolean BackEnd.Tile.isFlagged [protected]
```

#### 6.18.3.4 isRevealed

```
boolean BackEnd.Tile.isRevealed [protected]
```

### 6.18.3.5 master

```
Board BackEnd.Tile.master [protected]
```

### 6.18.3.6 w

```
int BackEnd.Tile.w = 25 [static], [protected]
```

### 6.18.3.7 x

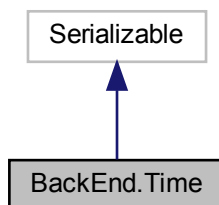
```
int BackEnd.Tile.x [protected]
```

The documentation for this class was generated from the following file:

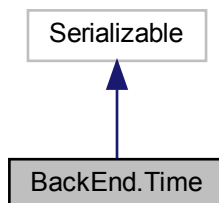
- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/BackEnd/Tile.java](/home/szoliver/eclipse-workspace/Prog3_HF/Prog3_HF/src/BackEnd/Tile.java)

## 6.19 BackEnd.Time Class Reference

Inheritance diagram for BackEnd.Time:



Collaboration diagram for BackEnd.Time:



## Public Member Functions

- [Time](#) ()
- void [increase](#) ()
- boolean [lt](#) (int num)
- int [getM](#) ()
- int [getS](#) ()

### 6.19.1 Detailed Description

Egyszerű idő osztály, ami a mostani feladat megoldásához elegendő.

### 6.19.2 Constructor & Destructor Documentation

#### 6.19.2.1 Time()

```
BackEnd.Time.Time ( )
```

Tárolja az időt percekben és másodpercekben.

### 6.19.3 Member Function Documentation

#### 6.19.3.1 getM()

```
int BackEnd.Time.getM ( )
```

Get függvény a percek lekérésére.

#### Returns

A percek értéke.

Here is the caller graph for this function:



### 6.19.3.2 getS()

```
int BackEnd.Time.getS ( )
```

Get függvény a másodpercek lekérésére.

#### Returns

A másodpercek értéke.

Here is the caller graph for this function:



### 6.19.3.3 increase()

```
void BackEnd.Time.increase ( )
```

Megnöveli eggyel az idő értékét. Ha a másodperc elér a 60-at, akkor a percet növeli eggyel, azt meg lenullázza.  
Here is the caller graph for this function:



### 6.19.3.4 lt()

```
boolean BackEnd.Time.lt (
    int num )
```

Függvény annak eldöntésére, hogy az idő kisebb-e, mint a megadott érték.



## Parameters

<i>num</i>	A vizsgált idő másodpercekben
------------	-------------------------------

## Returns

true, ha valóban kisebb.

Here is the caller graph for this function:

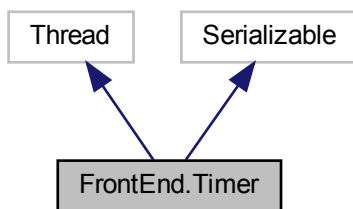


The documentation for this class was generated from the following file:

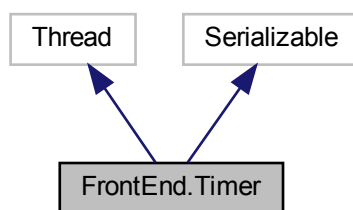
- `/home/szoliver/eclipse-workspace/Prog3_HF/Prog3_HF/src/BackEnd/Time.java`

## 6.20 FrontEnd.Timer Class Reference

Inheritance diagram for `FrontEnd.Timer`:



Collaboration diagram for FrontEnd.Timer:



## Public Member Functions

- [Timer](#) ()
- int [getHeight](#) ()
- String [toString](#) ()
- void [run](#) ()
- void [setFinished](#) (boolean b)
- void [setRunning](#) (boolean [run](#))
- boolean [running](#) ()
- void [tick](#) ()
- void [paintComponent](#) (Graphics g, int width)

## 6.20.1 Constructor & Destructor Documentation

### 6.20.1.1 Timer()

```
FrontEnd.Timer.Timer ( )
```

## 6.20.2 Member Function Documentation

### 6.20.2.1 getHeight()

```
int FrontEnd.Timer.getHeight ( )
```

Here is the caller graph for this function:



### 6.20.2.2 paintComponent()

```
void FrontEnd.Timer.paintComponent (
    Graphics g,
    int width )
```

Here is the caller graph for this function:



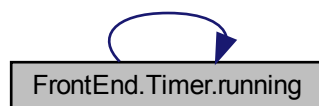
### 6.20.2.3 run()

```
void FrontEnd.Timer.run ( )
```

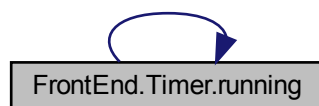
#### 6.20.2.4 running()

```
boolean FrontEnd.Timer.running ( )
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 6.20.2.5 setFinished()

```
void FrontEnd.Timer.setFinished (
    boolean b )
```

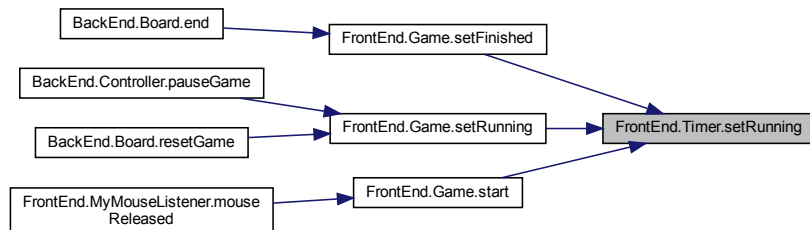
Here is the caller graph for this function:



### 6.20.2.6 setRunning()

```
void FrontEnd.Timer.setRunning (
    boolean run )
```

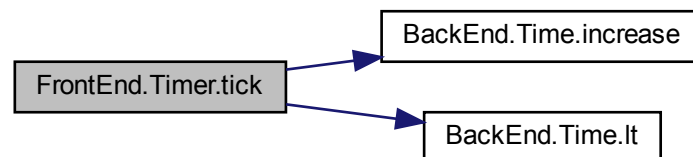
Here is the caller graph for this function:



### 6.20.2.7 tick()

```
void FrontEnd.Timer.tick ( )
```

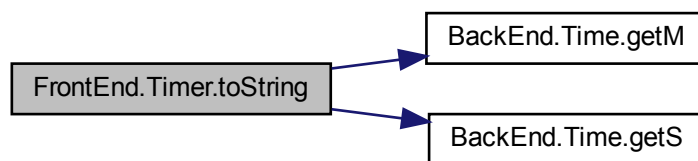
Here is the call graph for this function:



### 6.20.2.8 toString()

```
String FrontEnd.Timer.toString ( )
```

Here is the call graph for this function:

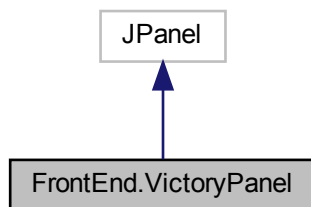


The documentation for this class was generated from the following file:

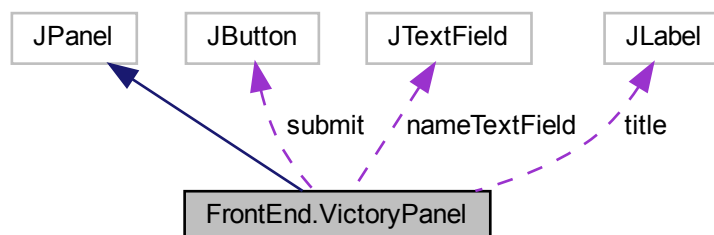
- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/FrontEnd/Timer.java](#)

## 6.21 FrontEnd.VictoryPanel Class Reference

Inheritance diagram for `FrontEnd.VictoryPanel`:



Collaboration diagram for `FrontEnd.VictoryPanel`:



## Public Member Functions

- [VictoryPanel](#) (int m, int s, boolean custom)
- void [initComponents](#) ()

### 6.21.1 Constructor & Destructor Documentation

#### 6.21.1.1 VictoryPanel()

```
FrontEnd.VictoryPanel.VictoryPanel (
    int m,
    int s,
    boolean custom )
```

### 6.21.2 Member Function Documentation

#### 6.21.2.1 initComponents()

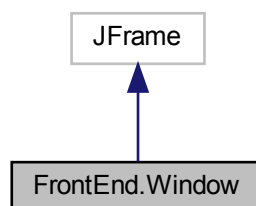
```
void FrontEnd.VictoryPanel.initComponents ( )
```

The documentation for this class was generated from the following file:

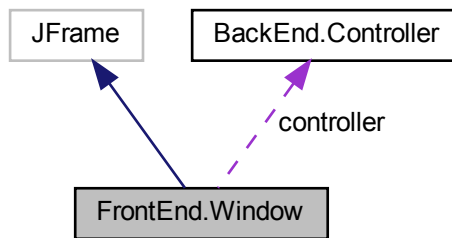
- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/FrontEnd/VictoryPanel.java](#)

## 6.22 FrontEnd.Window Class Reference

Inheritance diagram for FrontEnd.Window:



Collaboration diagram for FrontEnd.Window:



## Public Member Functions

- [Window](#) (String title, [Controller](#) controller)
- void [resetSize](#) ()
- [Window](#) (String title, [Controller](#) controller, Image img)
- Dimension [getDefSize](#) ()
- void [setPanel](#) (JPanel panel)

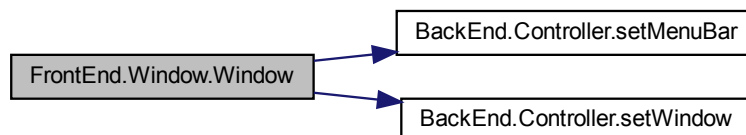
## 6.22.1 Constructor & Destructor Documentation

### 6.22.1.1 Window() [1/2]

```

FrontEnd.Window.Window (
    String title,
    Controller controller )
  
```

Here is the call graph for this function:





### 6.22.1.2 Window() [2/2]

```
FrontEnd.Window.Window (
    String title,
    Controller controller,
    Image img )
```

## 6.22.2 Member Function Documentation

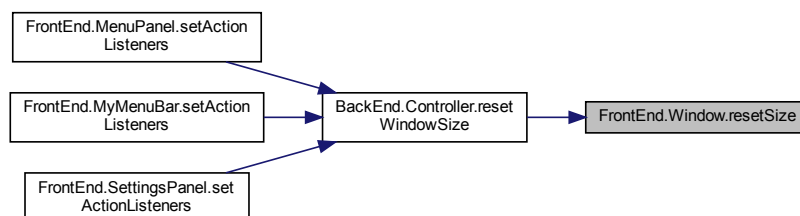
### 6.22.2.1 getDefSize()

```
Dimension FrontEnd.Window.getDefSize ( )
```

### 6.22.2.2 resetSize()

```
void FrontEnd.Window.resetSize ( )
```

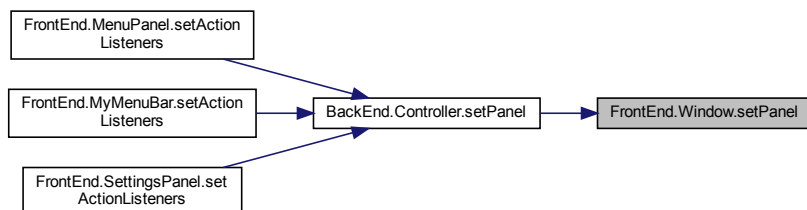
Here is the caller graph for this function:



### 6.22.2.3 setPanel()

```
void FrontEnd.Window.setPanel (
    JPanel panel )
```

Here is the caller graph for this function:



The documentation for this class was generated from the following file:

- [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/FrontEnd/Window.java](#)

## Chapter 7

# File Documentation

### 7.1 `/home/szoliver/eclipse-workspace/Prog3_HF/Prog3_HF/src/BackEnd/BigBomb.java` File Reference

#### Classes

- class [BackEnd.BigBomb](#)

#### Packages

- package [BackEnd](#)

### 7.2 `/home/szoliver/eclipse-workspace/Prog3_HF/Prog3_HF/src/BackEnd/Board.java` File Reference

#### Classes

- class [BackEnd.Board](#)

#### Packages

- package [BackEnd](#)

### 7.3 `/home/szoliver/eclipse-workspace/Prog3_HF/Prog3_HF/src/BackEnd/Bomb.java` File Reference

#### Classes

- class [BackEnd.Bomb](#)

## Packages

- package [BackEnd](#)

## 7.4 /home/szoliver/eclipse-workspace/Prog3\_HF/Prog3\_HF/src/Back↔ End/ClusterBomb.java File Reference

### Classes

- class [BackEnd.ClusterBomb](#)

## Packages

- package [BackEnd](#)

## 7.5 /home/szoliver/eclipse-workspace/Prog3\_HF/Prog3\_HF/src/Back↔ End/Controller.java File Reference

### Classes

- class [BackEnd.Controller](#)

## Packages

- package [BackEnd](#)

## 7.6 /home/szoliver/eclipse-workspace/Prog3\_HF/Prog3\_HF/src/Back↔ End/Difficulty.java File Reference

### Classes

- enum [BackEnd.Difficulty](#)

## Packages

- package [BackEnd](#)

## 7.7 /home/szoliver/eclipse-workspace/Prog3\_HF/Prog3\_HF/src/Back↔ End/DifusedBomb.java File Reference

### Classes

- class [BackEnd.DifusedBomb](#)

## Packages

- package [BackEnd](#)

## 7.8 /home/szoliver/eclipse-workspace/Prog3\_HF/Prog3\_HF/src/BackEnd/Images.java File Reference

### Classes

- class [BackEnd.Images](#)

## Packages

- package [BackEnd](#)

## 7.9 /home/szoliver/eclipse-workspace/Prog3\_HF/Prog3\_HF/src/BackEnd/Main.java File Reference

### Classes

- class [BackEnd.Main](#)

## Packages

- package [BackEnd](#)

## 7.10 /home/szoliver/eclipse-workspace/Prog3\_HF/Prog3\_HF/src/BackEnd/ResetBomb.java File Reference

### Classes

- class [BackEnd.ResetBomb](#)

## Packages

- package [BackEnd](#)

## 7.11 /home/szoliver/eclipse-workspace/Prog3\_HF/Prog3\_HF/src/BackEnd/ResetFlagBomb.java File Reference

### Classes

- class [BackEnd.ResetFlagBomb](#)

## Packages

- package [BackEnd](#)

## 7.12 [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/BackEnd/Tile.java](#) File Reference

### Classes

- class [BackEnd.Tile](#)

## Packages

- package [BackEnd](#)

## 7.13 [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/BackEnd/Time.java](#) File Reference

### Classes

- class [BackEnd.Time](#)

## Packages

- package [BackEnd](#)

## 7.14 [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/FrontEnd/feedBackWindow.java](#) File Reference

### Classes

- class [FrontEnd.feedBackWindow](#)

## Packages

- package [FrontEnd](#)

## 7.15 [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/FrontEnd/Game.java](#) File Reference

### Classes

- class [FrontEnd.Game](#)

## Packages

- package [FrontEnd](#)

## 7.16 /home/szoliver/eclipse-workspace/Prog3\_HF/Prog3\_HF/src/FrontEnd/MenuPanel.java File Reference

### Classes

- class [FrontEnd.MenuPanel](#)

## Packages

- package [FrontEnd](#)

## 7.17 /home/szoliver/eclipse-workspace/Prog3\_HF/Prog3\_HF/src/FrontEnd/MyMenuBar.java File Reference

### Classes

- class [FrontEnd.MyMenuBar](#)

## Packages

- package [FrontEnd](#)

## 7.18 /home/szoliver/eclipse-workspace/Prog3\_HF/Prog3\_HF/src/FrontEnd/MyMouseListener.java File Reference

### Classes

- class [FrontEnd.MyMouseListener](#)

## Packages

- package [FrontEnd](#)

## 7.19 /home/szoliver/eclipse-workspace/Prog3\_HF/Prog3\_HF/src/FrontEnd/SettingsPanel.java File Reference

### Classes

- class [FrontEnd.SettingsPanel](#)

## Packages

- package [FrontEnd](#)

## 7.20 [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/FrontEnd/Timer.java](#) File Reference

### Classes

- class [FrontEnd.Timer](#)

## Packages

- package [FrontEnd](#)

## 7.21 [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/FrontEnd/VictoryPanel.java](#) File Reference

### Classes

- class [FrontEnd.VictoryPanel](#)

## Packages

- package [FrontEnd](#)

## 7.22 [/home/szoliver/eclipse-workspace/Prog3\\_HF/Prog3\\_HF/src/FrontEnd/Window.java](#) File Reference

### Classes

- class [FrontEnd.Window](#)

## Packages

- package [FrontEnd](#)



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