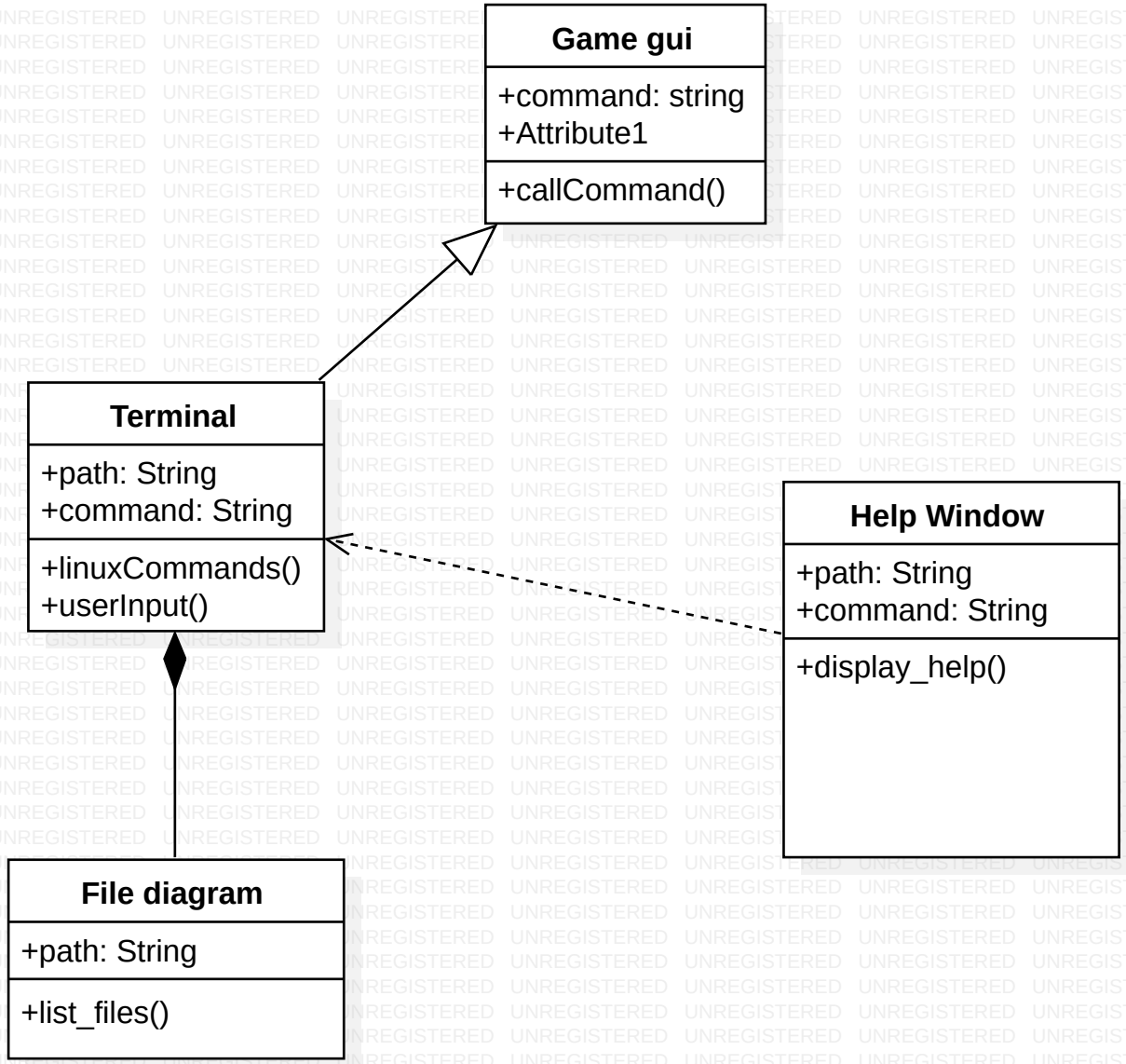
Model::Main


Game gui
+command: string
+Attribute1
+callCommand()
Terminal
+path: String
+command: String
+linuxCommands()
+userInput()
Help Window
+path: String
+command: String
+display_help()
File diagram
+path: String
+list_files()