# UML

## CloseGameListener

- closeButton: JButton
- closeImage: Image

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+ mouseClicked(MouseEvent e)
+ mouseReleased(MouseEvent e)
+ mousePressed(MouseEvent e)
+ mouseEntered(MouseEvent e)
+ mouseExited(MouseEvent e)

## HelpBackListener

- mainFrame
- backButton: JButton
- backImage: Image

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+ mouseClicked(MouseEvent e)
+ mouseReleased(MouseEvent e)
+ mousePressed(MouseEvent e)
+ mouseEntered(MouseEvent e)
+ mouseExited(MouseEvent e)

## HelpListener

- mainFrame
- helpButton: JButton
- helpImage: Image

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+ mouseClicked(MouseEvent e)
+ mouseReleased(MouseEvent e)
+ mousePressed(MouseEvent e)
+ mouseEntered(MouseEvent e)
+ mouseExited(MouseEvent e)

## PlayListener

- playButton: JButton
- playImage: Image

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+ mouseClicked(MouseEvent e)
+ mousePressed(MouseEvent e)
+ mouseReleased(MouseEvent e)
+ mouseEntered(MouseEvent e)

| + | mouseExited(MouseEvent e) |
|---|---|

## SettingsButtonListener

| - | mainFrame |
|---|---|
| - | settingsButton: JButton |
| - | settingsImage: Image |

| + | mouseClicked(MouseEvent e) |
|---|---|
| + | mouseReleased(MouseEvent e) |
| + | mousePressed(MouseEvent e) |
| + | mouseEntered(MouseEvent e) |
| + | mouseExited(MouseEvent e) |

## VolumeChangeListener

| - | volumeSlider: JSlider |
|---|---|
| - | value: int |

| + | stateChanged(ChangeEvent e) |
|---|---|

## HelpPanel

| - | goBack: JButton |
|---|---|
| - | backImage: Image |
| - | bg: Image |

| + | HelpPanel() |
|---|---|

## HomePanel

| - | subPanel: JPanel |
|---|---|
| - | playButton: JPanel |
| - | playImage: Image |
| - | helpButton: JPanel |
| - | helpImage: Image |
| - | title: JLabel |
| - | titleImage: Image |
| - | closeButton: JButton |
| - | closeImage: Image |
| - | settingsButton: JButton |
| - | settingsImage: Image |
| - | bg: image |

| + | HomePanel |
|---|---|
| + | paintComponent(Graphics g) |

## MainFrame

- cookies: int
- Bmp
- home: HomePanel
- help: HelpPanel
- settings: SettingsPanel

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- + MainFrame(String title)
- + getCookies
- + addCookies(int cookies
- + setCurrentPanel(int id)
- + getMusic()

## SettingsPanel

- goBack: JButton
- backImage: Image
- vol: int
- volume: JSlider
- bg: Image

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- + SettingsPanel()

## BackgroundMusicPlayer

- musicPath: String
- inputStream:
- audioClip:
- masterVolume:

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- + BackgroundMusicPlayer()
- + setVolume (float decibels)