



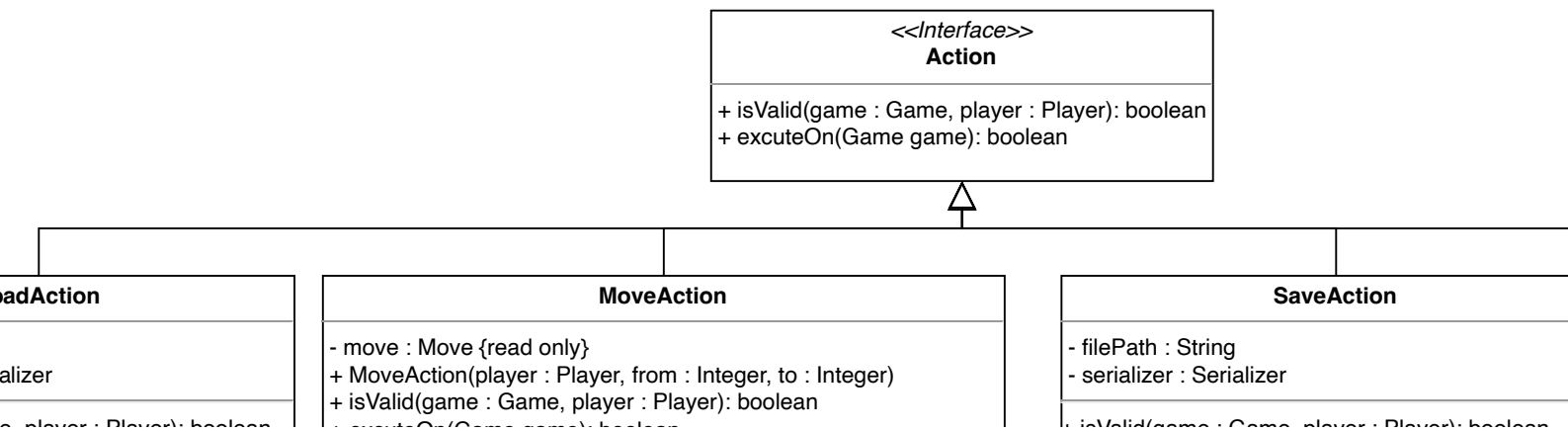
game

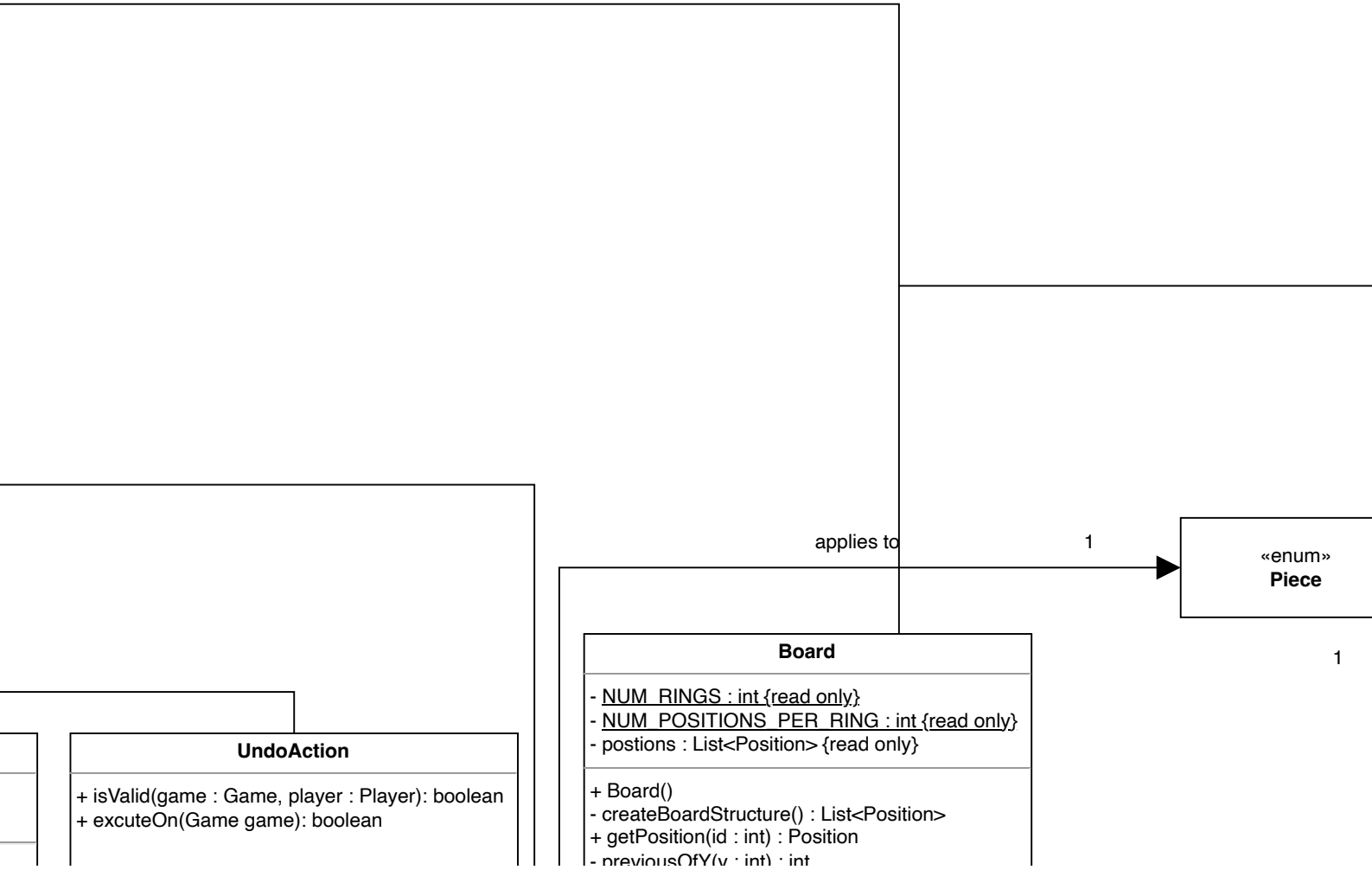
actions

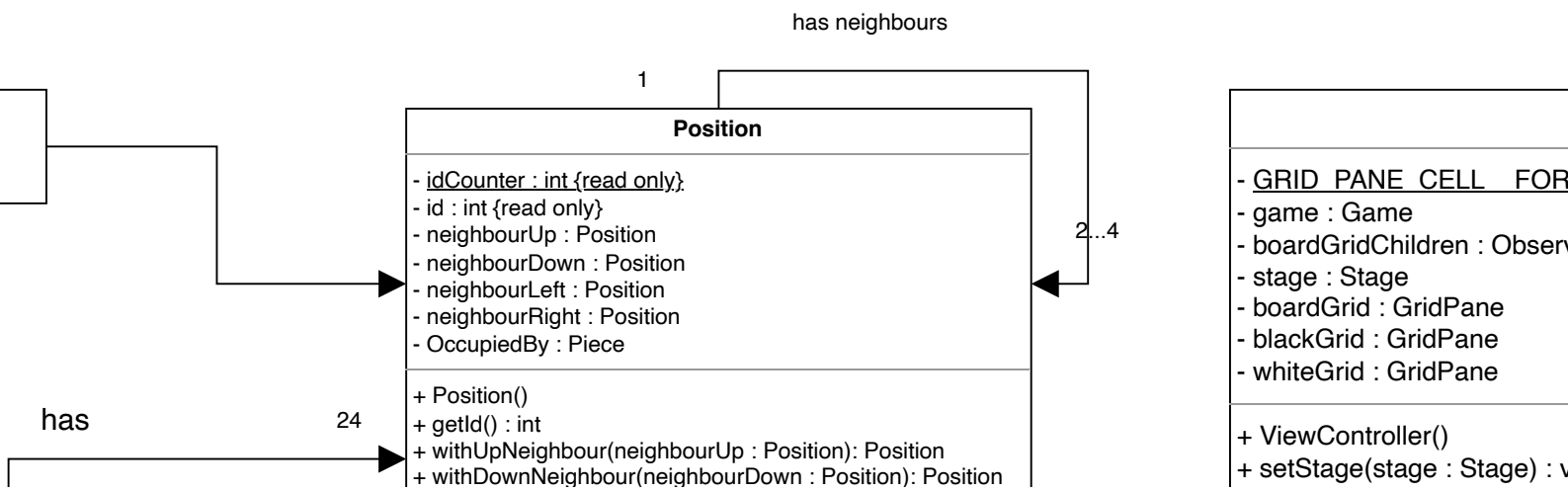
Lo

- filepath: String
- deserializer: Deseri

1. is Valid/come + Com







## ViewController

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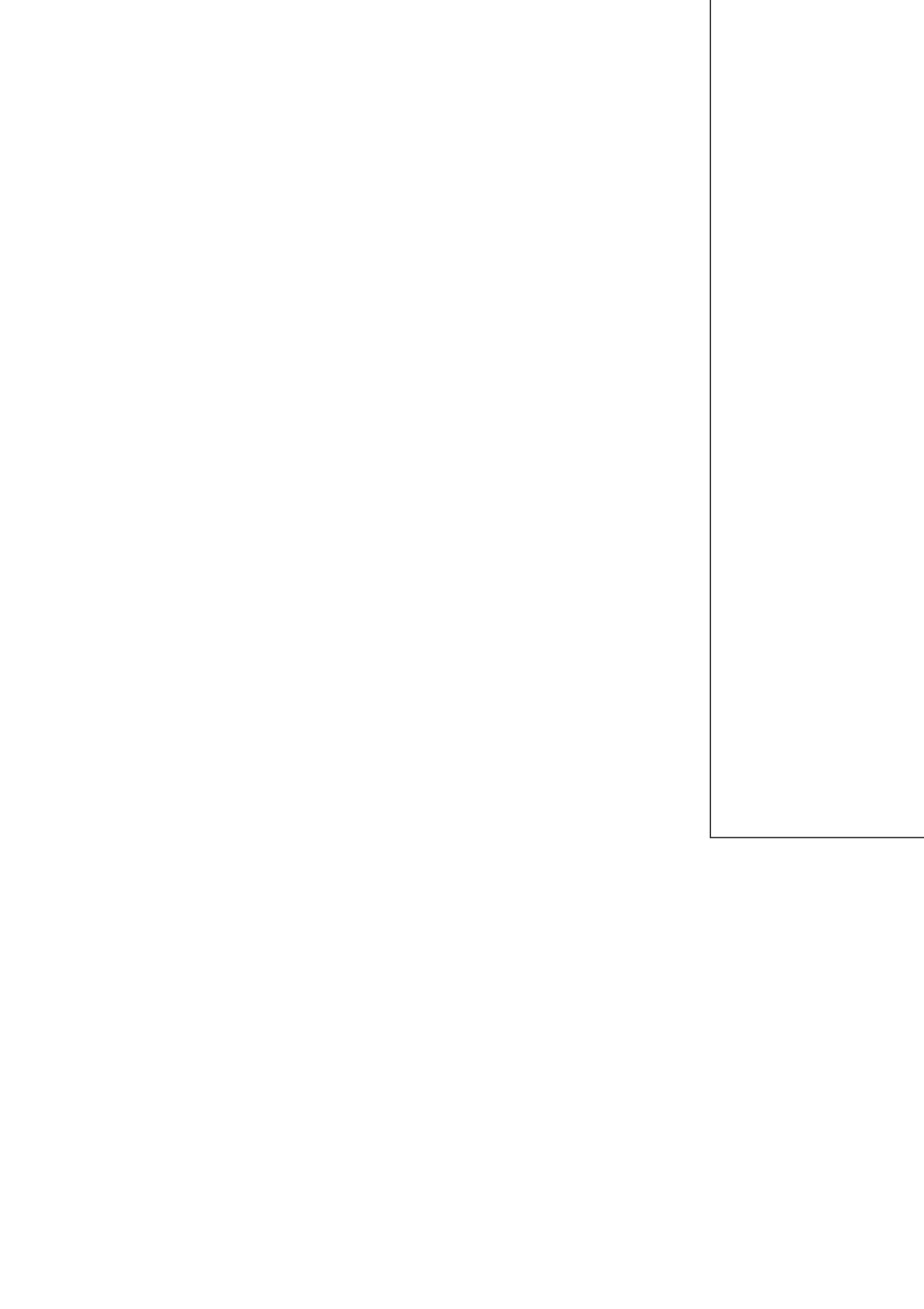
MAT : DateFormat = new DateFormat( ) {read only}

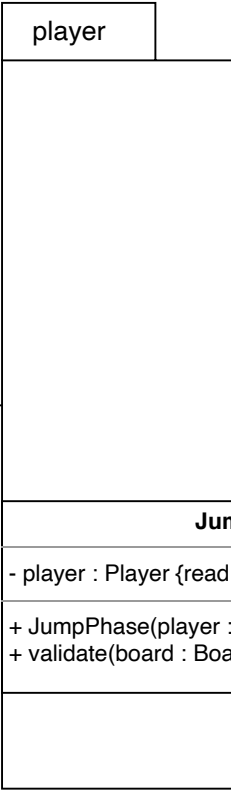
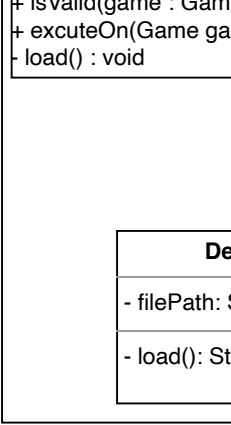
```

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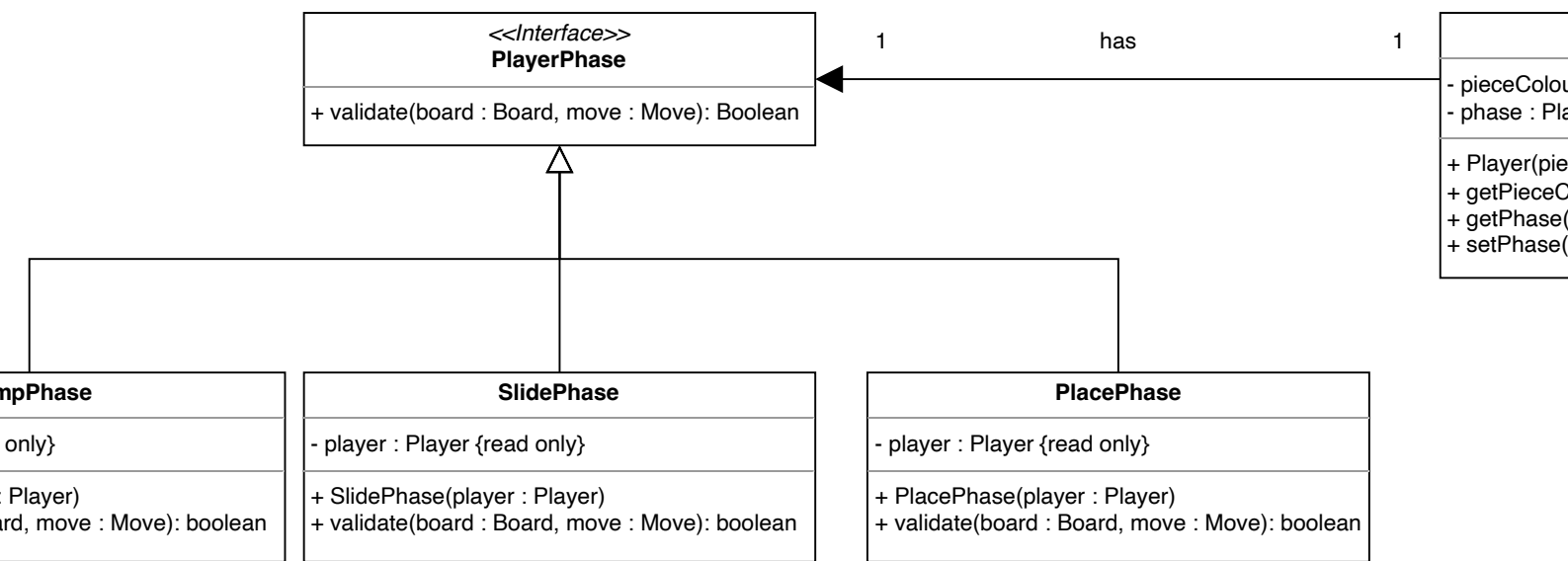
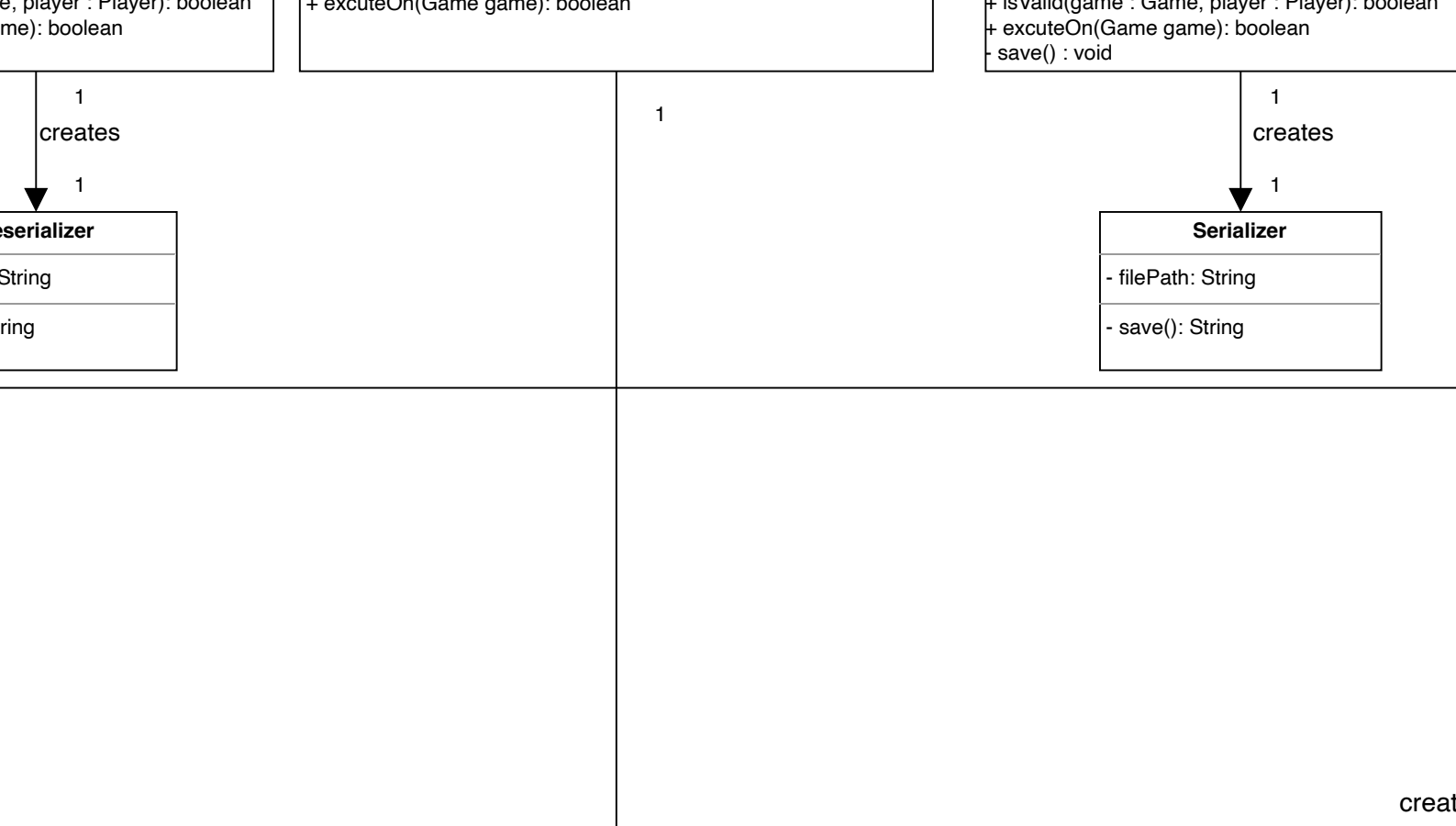
//MAT . DateFormat = new DateFormat(...).readOnly,
//
//variableList<ImageView>

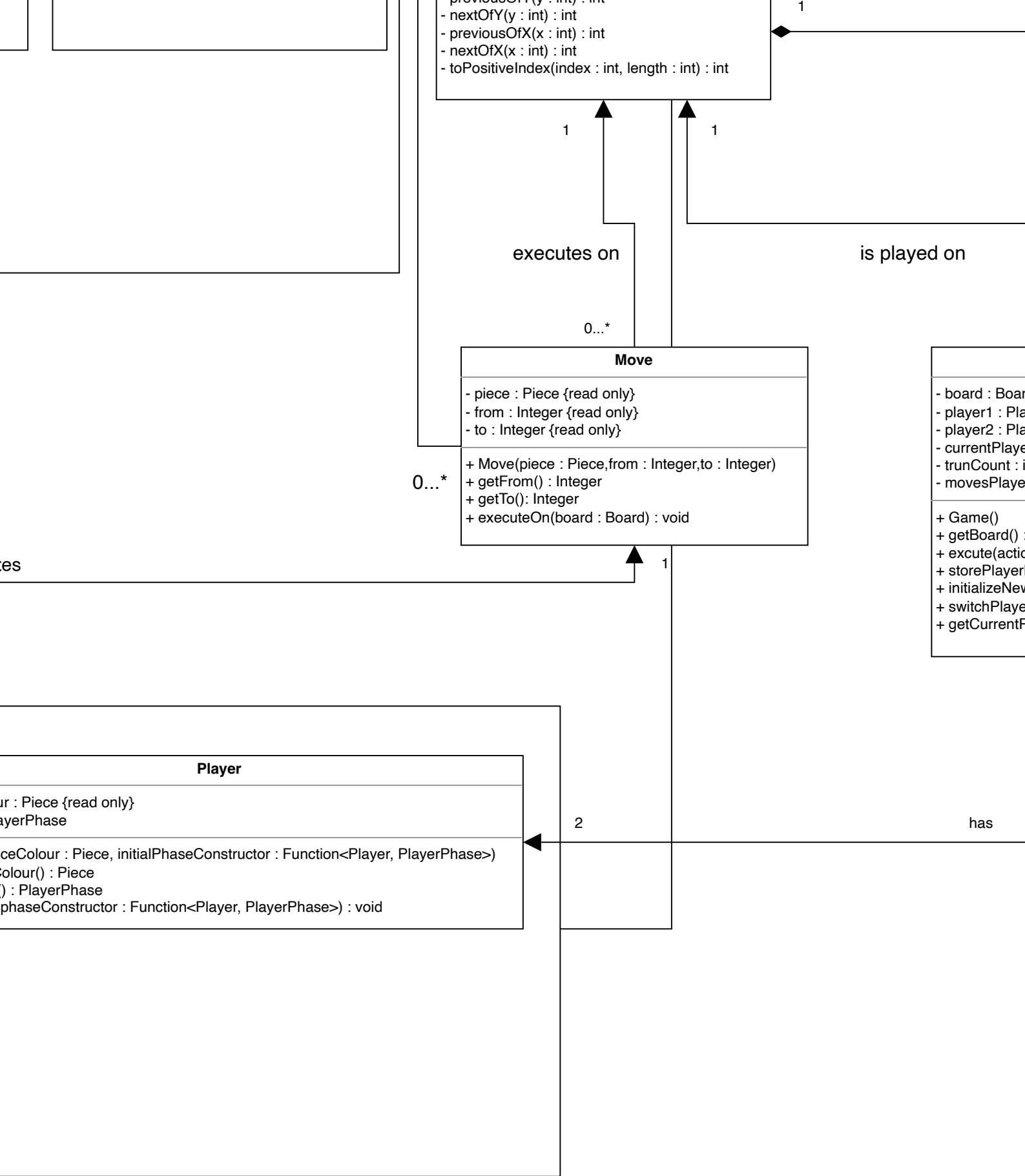
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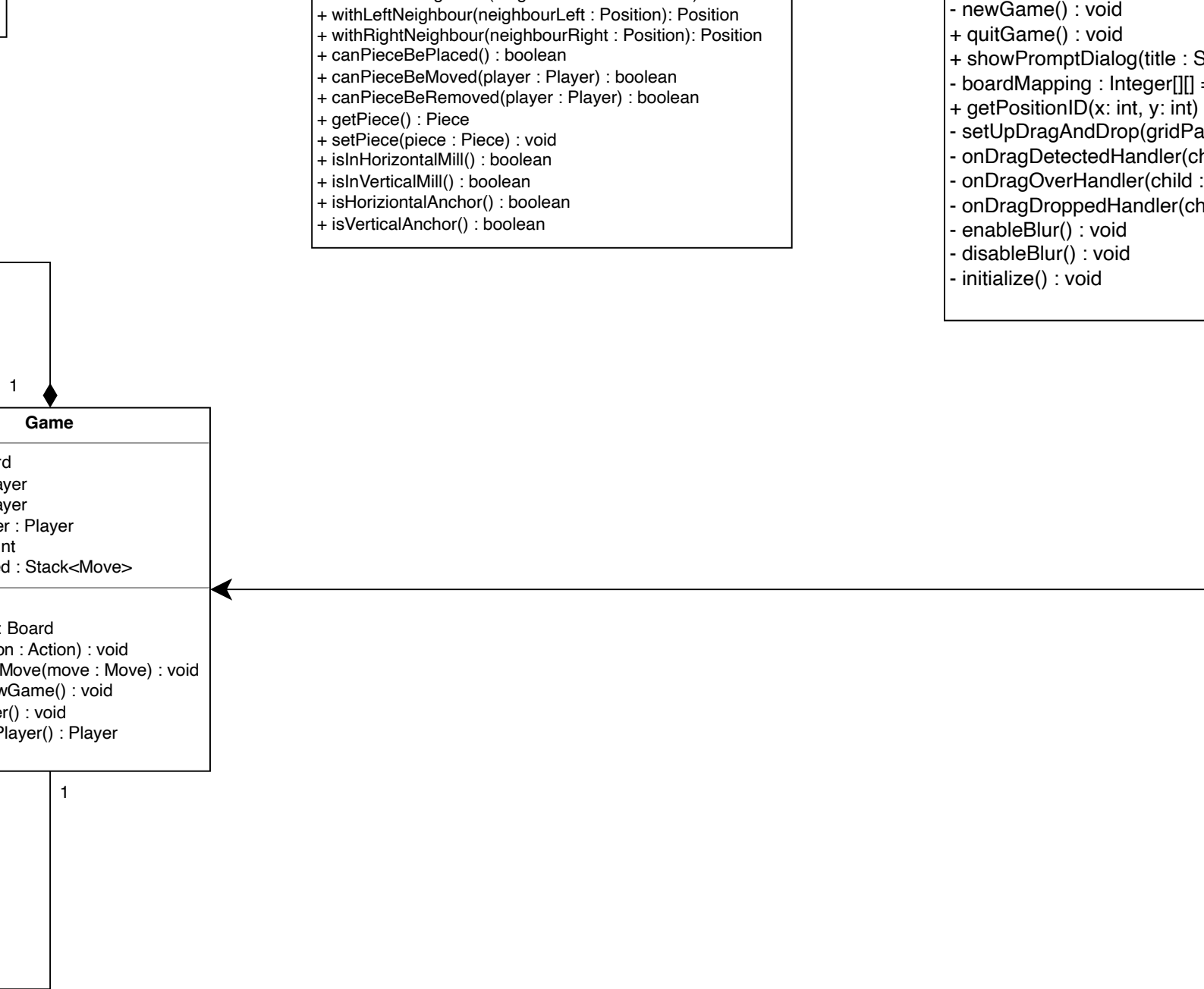












- newGame() : void  
+ quitGame() : void  
+ showPromptDialog(title : String) : void  
- boardMapping : Integer[][]  
+ getPositionID(x: int, y: int) : int  
- setUpDragAndDrop(gridPanel : JPanel) : void  
- onDragDetectedHandler(child : JComponent) : void  
- onDragOverHandler(child : JComponent) : void  
- onDragDroppedHandler(child : JComponent) : void  
- enableBlur() : void  
- disableBlur() : void  
- initialize() : void

string, header : String, content : String, yesCallBack : Runnable, noCallBack : Runnable) : void  
= {{...}} {read only}  
: Integer  
ne : GridPane) : void  
hild : Node, event : MouseEvent) : void  
Node, event : MouseEvent) : void  
hild : Node, event : MouseEvent) : void

Main
+ start(stage : Stage) : void + <u>main(args : String[]) : void</u>