

<b>javaConnect</b>
url : String
conn : Connection

<b>Common</b>
conn : Connection
rs : ResultSet
pst : PreparedStatement
month : int
year : int
day : int
sql : String
cal : Calendar
JMenu menu_date
JMenu menu1
JMenu menu2
JMenuBar menu_bar
close() : void
currentDate() : void

<b>Login_jFrame</b>
JLabel background_label
JLabel dateCorner_label
JLabel noAcc_label
JLabel password_label
JLabel username_label
JTextField txt_username
JPasswordField txt_password
JButton cmd_signUp
JButton cmd_login
JSeparator jSeparator1
cmd_loginActionPerformed(evt) : void
enter(evt) : void
txt_passwordKeyPressed(evt) : void

<b>MainMenu_jF</b>
JLabel backgr
JLabel bottom_
JLabel gami
JLabel label_ab
JLabel log
JLabel risk_gam
JLabel sepera
JButton button_
JButton button_
JButton buttor
JButton buttor
JButton button
Jbutton button
button_playActionPerfo
button_optionsMouseCl
button_quitMouseClic
button_rulesMouseClic

<b>NewGame_jF</b>
JLabel backgrou
JLabel dateCorne
JLabel userInfo
JLabel status_
JButton atta
JButton pau
JButton backTo
JButton ex
JButton sav
cmd_attackActionPerfor
cmd_pauseActionPerfor
cmd_exitActionPerform
updateScreen()



## View

### Frame

ound  
\_label  
ing  
outus  
o  
e\_logo  
ator  
aboutus  
options  
\_play  
\_quit  
\_rules  
\_load

rmmed(evt) : void  
icked(evt) : void  
ked(evt) : void  
:ked(evt) : void

### Frame

nd\_label  
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ve  
rmmed(evt) : void  
rmmed(evt) : void  
ned(evt) : void  
) : void

### Options\_jFrame

JLabel background\_label  
JLabel dateCorner\_label  
JLabel sounds\_label  
JLabel music\_label  
JButton save  
JButton soundOnOff  
JButton musicOnOff  
JCheckBox fullScreen  
JCheckBox music  
JRadioButton theme  
JComboBox resolution  
Graphics graphics

getGraphics() : Graphics  
setGraphics(graphics : Graphics)

### Rules\_jFrame

JPanel DynamicPanel  
JLabel back  
JPanel mainPanel;  
JButton page1  
JButton page2  
JButton page3  
JButton page4  
JButton page5  
JButton page6  
JButton page7  
JButton page8

page1MouseClicked( evt)  
page2MouseClicked(evt)  
page3MouseClicked(evt)  
page4MouseClicked(evt)  
page5MouseClicked(evt)  
page6MouseClicked(evt)  
page7MouseClicked(evt)  
page8MouseClicked( evt)

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<b>war_jFrame</b>
JPanel mainPanel; Jpanel Attacker JPanel userInformation Jpanel warResult Jpanel defender Jbutton retrieve JButton attack JButton defend Jlabel panel1 Jlabel panel2 Jlabel panel3 Jlabel panel4 Jlabel panel5 JTextField numOfSoldiers2 JTextField numOfSoldiers1 Jlabel attackerInfo Jlabel warResult Jlabel defenderInfo Jlabel diceResultAttacker Jlabel diceResultDefender
attackerMouseClicked(evt) defenderMouseClicked(evt) retrieveMouseClicked(evt) page4MouseClicked(java.awt.event.MouseEvent evt) page5MouseClicked(java.awt.event.MouseEvent evt) page6MouseClicked(java.awt.event.MouseEvent evt) page7MouseClicked(java.awt.event.MouseEvent evt) page8MouseClicked(java.awt.event.MouseEvent evt)

<b>numOfPlayers_jFrame</b>
Jlabel howMany Jlabel inner <b>Jlabel outer</b> JButton go JButton back

JButton seeRules

setNumberOfPlayers() : void