










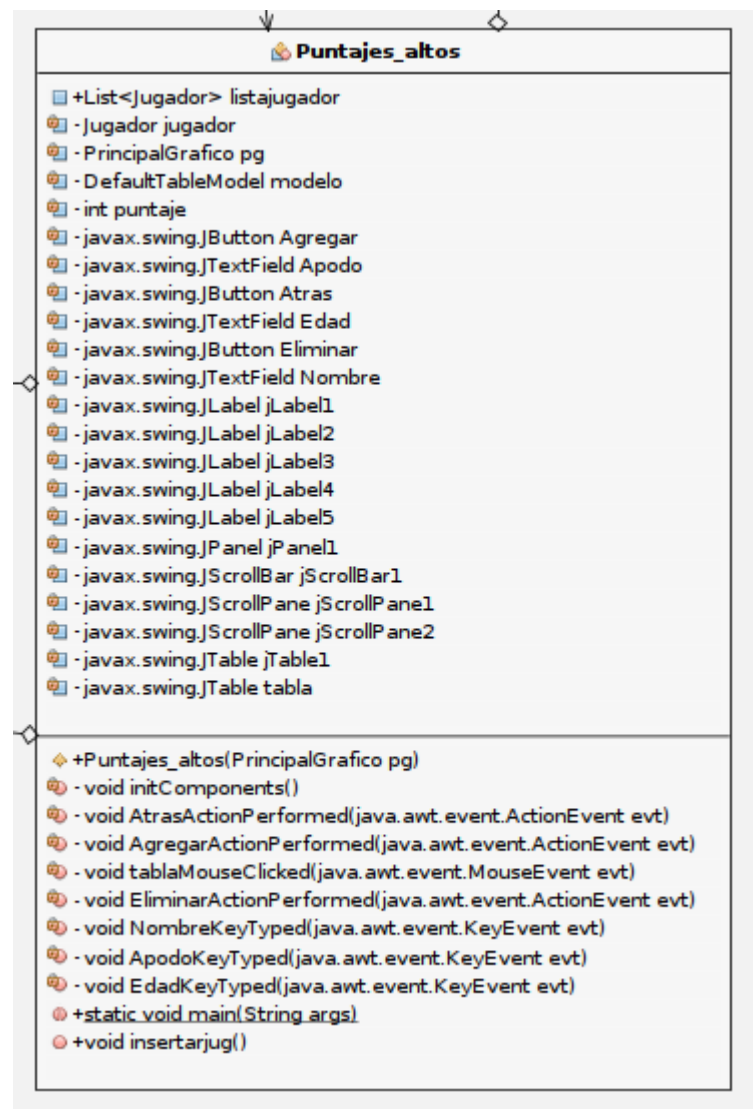


























PrincipalGrafico

-  ~BasicPlayer player
-  ~Juego jugar
-  ~Puntajes_altos PA
-  -javax.swing.JButton AYUDA
-  -javax.swing.JLabel FONDO
-  -javax.swing.JButton JUGAR
-  -javax.swing.JButton PUNTAJESALTOS
-  -javax.swing.JPanel PantallaPrincipa
-  -javax.swing.JButton SALIR
-  -javax.swing.JButton Silenciar
-  -javax.swing.JLabel TITULO

-  +PrincipalGrafico()
-  +PrincipalGrafico(BasicPlayer audio)
-  -// <editor-fold defaultstate="collapsed" desc="Generated Code"> //GEN-BEGIN: initComponents void initComponents({
-  -void JUGARActionPerformed(java.awt.event.ActionEvent evt)
-  -void PUNTAJESALTOSActionPerformed(java.awt.event.ActionEvent evt)
-  -void SALIRActionPerformed(java.awt.event.ActionEvent evt)
-  -void SilenciarMouseClicked(java.awt.event.MouseEvent evt)
-  -void AYUDAAActionPerformed(java.awt.event.ActionEvent evt)
-  +static void main(String args)
-  +void sonido()
-  +void mute()



Juego

-  - BasicPlayer sonido
-  - BasicPlayer player
-  - int pausado
-  - String aciertos
-  - String errores
-  - int indice
-  - int intentospositivos
-  - int intentosnegativos
-  - String palabra
-  - String palabras
-  - ArrayList<Integer> coincidencias
-  - ArrayList<JLabel> letras
-  - javax.swing.JTextField ACIERTOS
-  - javax.swing.JButton Atras
-  - javax.swing.JTextField ERROR
-  - javax.swing.JLabel LACIERTOS
-  - javax.swing.JLabel LERROR
-  - javax.swing.JPanel PALABRAS
-  - javax.swing.JLabel Respuesta8
-  - javax.swing.JButton Y
-  - javax.swing.JButton a
-  - javax.swing.JButton b
-  - javax.swing.JButton c
-  - javax.swing.JButton d
-  - javax.swing.JButton e
-  - javax.swing.JButton f
-  - javax.swing.JLabel fondo
-  - javax.swing.JButton g
-  - javax.swing.JButton h
-  - javax.swing.JButton i
-  - javax.swing.JButton j
-  - javax.swing.JPanel jPanel1
-  - javax.swing.JButton k
-  - javax.swing.JButton l
-  - javax.swing.JButton m
-  - javax.swing.JLabel monito

- javax.swing.JButton n
- javax.swing.JButton o
- javax.swing.JButton p
- javax.swing.JButton q
- javax.swing.JButton r
- javax.swing.JButton reset
- javax.swing.JButton s
- javax.swing.JButton silencio
- javax.swing.JButton t
- javax.swing.JButton u
- javax.swing.JButton v
- javax.swing.JButton w
- javax.swing.JButton x
- javax.swing.JButton z
- javax.swing.JButton ñ

- ◆ +Juego()
- ◆ +Juego(BasicPlayer audio)
- void initComponents()
- String palabraRandom()
- void iniciarmonito()
- boolean esCorrecto(char letra)
- void coincidencias(char letra, ArrayList<Integer> coincidencias)
- void mostrarCorrectas(ArrayList<JLabel> lista, ArrayList<Integer> coincidenciaLetras)
- void aActionPerformed(java.awt.event.ActionEvent evt)
- void bActionPerformed(java.awt.event.ActionEvent evt)
- void cActionPerformed(java.awt.event.ActionEvent evt)
- void dActionPerformed(java.awt.event.ActionEvent evt)
- void eActionPerformed(java.awt.event.ActionEvent evt)
- void fActionPerformed(java.awt.event.ActionEvent evt)
- void resetActionPerformed(java.awt.event.ActionEvent evt)
- void silencioActionPerformed(java.awt.event.ActionEvent evt)
- void AtrasActionPerformed(java.awt.event.ActionEvent evt)
- void gActionPerformed(java.awt.event.ActionEvent evt)
- void hActionPerformed(java.awt.event.ActionEvent evt)
- void iActionPerformed(java.awt.event.ActionEvent evt)
- void jActionPerformed(java.awt.event.ActionEvent evt)
- void kActionPerformed(java.awt.event.ActionEvent evt)
- void lActionPerformed(java.awt.event.ActionEvent evt)
- void mActionPerformed(java.awt.event.ActionEvent evt)
- void ñActionPerformed(java.awt.event.ActionEvent evt)
- void oActionPerformed(java.awt.event.ActionEvent evt)
- void pActionPerformed(java.awt.event.ActionEvent evt)
- void qActionPerformed(java.awt.event.ActionEvent evt)
- void rActionPerformed(java.awt.event.ActionEvent evt)
- void sActionPerformed(java.awt.event.ActionEvent evt)
- void tActionPerformed(java.awt.event.ActionEvent evt)
- void uActionPerformed(java.awt.event.ActionEvent evt)
- void vActionPerformed(java.awt.event.ActionEvent evt)
- void wActionPerformed(java.awt.event.ActionEvent evt)
- void xActionPerformed(java.awt.event.ActionEvent evt)
- void YActionPerformed(java.awt.event.ActionEvent evt)
- void zActionPerformed(java.awt.event.ActionEvent evt)
- void nActionPerformed(java.awt.event.ActionEvent evt)
- +void mute()
- +static void main(String args)
- +void vaciarletras()
- +void imprimirmonito(int a)
- void reanudar()