MyMainMenuMouseAdapter private GUIInterface gUIInterfaceJFrame: private MainMenuGUI mainMenuJPanel: public MyMainMenuMouseAdapter(GUIInterface aParentJFrame, MainMenuGUI aMainMenuJPanel); public void mouseClicked(MouseEvent e); public void mouseEntered(MouseEvent e) Game MyGBAssistMouseAdapter public GameDifficulty level; private GUIInterface gUIInterfaceJFrame; private int[][] board; private GameBoardGUI gameBoardJPanel; private int∏ solution; public static final int∏ filledBoxes; private JLabel gridJLabel; oublic MyGBAssistMouseAdapter(GUIInterface public static int assistCount: aParentJFrame, GameBoardGUI aGameBoardJPanel, public static int emptyBoxes; public Game(GameDifficulty); JLabel aGridJLabel); private boolean checkArea(int, int, int, int, int[][]); public void mouseClicked(MouseEvent e); public boolean checkAround(int, it); MyGBGridKeyAdapter private boolean checkConflict(int, int, int∏∏): private boolean genSolution(int[]], int[][], int, int); private JLabel currentJLabel; public int get(int, int); private JButton assistButton; public int hint(int, int); private MouseListener newAssistMouseListener; public boolean isSolved(); private GUIInterface gUIInterfaceJFrame; private boolean otherSolution(int[]], int[]], int, int, boolean); private GameBoardGUI gameBoardJPanel; public void place(int, int, int); public MyGBGridKeyAdapter(JLabel public int[][] printGame(); aSelectedJLabel, JButton aAssistButton, private void reduce(int); MouseListener aNewAssistMouseListener. GUIInterface aParentJFrame, GameBoardGUI aGameBoardJPanel); public void keyReleased(KeyEvent e); MyGBButtonMouseAdapter private GUIInterface gUIInterfaceJFrame; private GameBoardGUI gameBoardJPanel; public MyGBButtonMouseAdapter(GUIInterface aParentJFrame, GameBoardGUI aGameBoardJPanel); public void mouseClicked(MouseEvent e); MyGBGridMouseAdapter private GUIInterface gUIInterfaceJFrame; private GameBoardGUI gameBoardJPanel; private JLabel lastSelectedJLabel; private KeyListener lastKeyListener: private MouseListener lastAssistMouseListener; private JButton assistButton; public MyGBGridMouseAdapter(GUIInterface aParentJFrame, GameBoardGUI aGameBoardJPanel, JButton aAssistButton); public void mouseClicked(MouseEvent e);

