

DESCRIPTION OF OBJECTS IN VisualMemory.java

Variables:

GridPane root: The pane that has all of the items shown in the Visual Memory GUI.
GridPane root1: The pane that has all of the items shown in the first part of the Visual Memory game.
GridPane root2: The pane that has all of the items shown in the second part of the Visual Memory game.
GridPane root3: The pane that has all of the items shown in the third part of the Visual Memory game.
GridPane root4: The pane that has all of the items shown in the fourth part of the Visual Memory game.
GridPane root5: The pane that has all of the items shown in the fifth part of the Visual Memory game.
Button[] buttons: the array of the buttons that are used in the game.
Label roundLabel: This label indicates how many rounds the user has played.
Label failLabel: Appears when the loser loses to indicate that they lost.
Label livesLabel: Indicates how many lives the user has left.
Int roundNum: The number of rounds the user has played.
Int[] compSequence: The sequence of which boxes light up.
Int currRound: the number of boxes checked by the computer.
Int currButtons: The number of buttons currently visible.
Int strikes: The number of strikes the user has in a round.
Int lives: The number of lives the user has left.
WriteCSV writeCSV: An object used to write results to the csv.

Functions:

VisualMemory(WriteCSV writeCSV): Constructor that sets up the GUI and initializes all variables.
 Param writeCSV: The object that will be used to write the final scores to the CSV file.
reset(ActionEvent actionEvent): Resets the game.
makeGrid(int numRows, int numCols): makes a grid with the correct number of boxes.
 Param numCols: The number of columns in the grid.
 Param numRows: The number of rows in the grid.
start(ActionEvent actionEvent): Starts and runs the game.
correctPush(): Runs the events when the user selects the correct button.

incorrectPush(): Runs the events when the user selects the incorrect button. Also ends the game.

getRoot(): returns the pane that is the game's GUI.

injectBackArrow(Button back): injects a button to return the user to the home screen.

Param back: The button to be injected.