

# DESCRIPTION OF OBJECTS IN AimTrainer.java

## Variables:

Pane root: The pane that has all of the items shown in the Aim Trainer GUI.

Pane controls: The pane that organizes each of the features of the GUI.

Label targetsRemainingLabel: This label indicates how many targets the user has left to click.

Int numTargets: The number of remaining targets that the user has to click.

Long startTime: The time that the user clicks the first target.

Long stopTime: The time that the user clicks the last target.

Label finalTimeLabel: Indicates how long the user took to click all the targets.

AnimationTimer timer: Times how long it took for the user to click all the targets.

WriteCSV writeCSV: An object used to write results to the csv.

## Functions:

AimTrainer(int numTargets, WriteCSV writeCSV): Constructor that sets up the GUI and initializes all variables.

Param numTarget. is how many total targets the user must click.

Param writeCSV: The object that will be used to write the final scores to the CSV file.

reset(ActionEvent actionEvent): Resets the game.

hitTarget(): Runs the events that happen when a user clicks on a target.

getRandXY(double lowerBound): Creates the location for the next target.

Param lowerBound: The lowest possible origin of a target.

createTarget(double radius): Creates each target.

Param radius: The radius of each target.

start(ActionEvent actionEvent): Starts and runs the game.

end(): 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.