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| --- |
| Interface |
| - GUI awesomeGUI  - Game awesomeGame  - TextArea awesomeTA  - JButton benjaminButtons[9]  - Thread awesomeThread |
| + actionPerformed() : void  + determineFirst() : int  + loadQuestion() : string  + loadAnswer() : string  + checkAnswer() : boolean  + run() : void  + *chooseSquare* () : int  + computerChooseSquare(): int  + *chooseAnswer* (String) : boolean |