|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Reference # | Source | Method | Destination | Next Reference # |
| 1 | Main | Interface() | Interface | 1.1 |
| 1.1 | Interface | startGame() | GUI | 1.2 |
| 1.2 | Interface | startGame() | Game | 2 |
| 2 | Game | determineFirst() | Game | 3 |
| 3 | Game | permuteRound() | Round | 4 |
| 4 | GUI | actionPerformed(actionEvent) | Interface | 4.1 |
| 4.1 | Interface | return actionPerformed(actionEvent) | Round | 5 |
| 5 | Round | return permuteRound() | Game | 5.1 |
| 5.1 | Game | decideGameWin() | Game | 5.1a |
| 5.1a |  | [decideGameWin()==false] |  | 5 |
| 5.1a |  | [decideGameWin()!=false] |  | 6 |
| 6 | GUI | return startGame() | Interface | 7 |
| 7 | Game | return startGame() | Interface | 7.1 |
| 7.1 | Interface | return Interface() | Main |  |