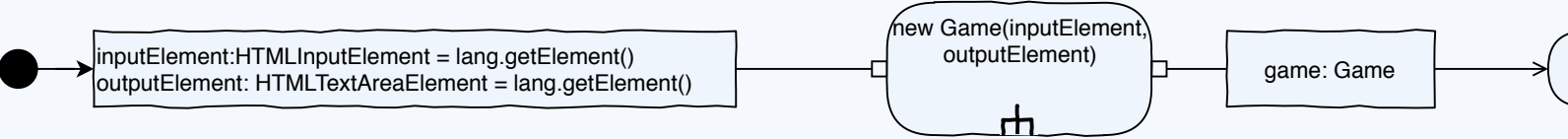
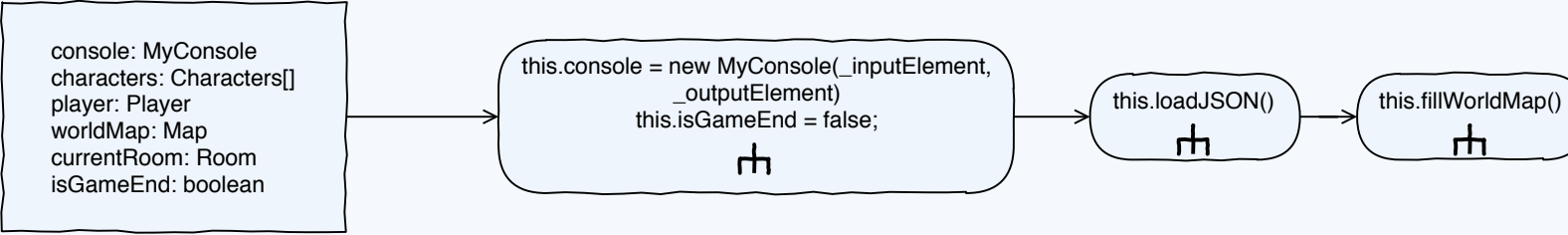


main



_inputElement: HTMLInputElement,
_outputElement: HTMLTextAreaElement

Game.constructor()



Game.main()

