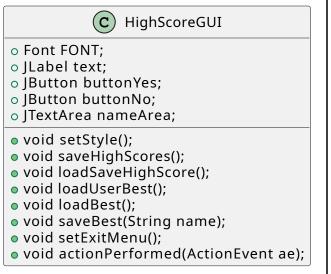
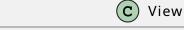


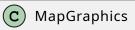
void actionPerformed(ActionEvent e)





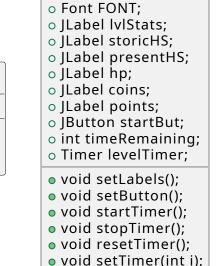


- void retrieveLogic(ILogic logic);
- void createAndShowGUI();
- void startTimer();
- o void stopTimer();
- void resetTimer();
- void generateMapImage(char[][] mapMatrix);
- void clearMap();
- BufferedImage getMapImage();
- void saveHS();
- void winPanel();



- BufferedImage mapBufferedImage;
- void generateMapImage(char[][] mapMatrix);
- BufferedImage getMapImage();
- void clearMapImage();

void triggerWin();



StatGUI