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| Kniffel |
| * close,newGame,eintragen,roll : JButton * south,west,center,east,north,eastNumbers,eastButtons : JPanel * labels : JLabel[] * wuerfel : int[] * tBtn : JToggleButton[] * rBtn : JRadioButton[] * btnGrp : ButtonGroup * table : JTable * rBtnNames : String[] * fieldNames : String[] * fieldDescription : String[] |
| * Kniffel()   # erstelleButton():JToggleButton   * get…(): … * set…(): ... |

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| Rules |
| * Rules(window : Kniffel) * einerRegel() : int * zweierRegel() : int * dreierRegel() : int * viererRegel() : int * fuenferRegel() : int * sechserRegel() : int * dreierpaschRegel() : int * viererpaschRegel() : int * fullhouseRegel() : int * kstrasseRegel() : int * gstrasseRegel : int * kniffelRegel() : int * chanceRegel() : int * gleicheWuerfel() : int[] * selection(gleicheWuerfel : int[], index : int) : int |

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| KniffelController |
| * schließen,neuesSpiel,eintragen,wuerfeln : JButton * tBtn : JToggleButton[] * labels : JLabel[] * rBtn : JRadioButton * btngrp : ButtonGroup * table : JTable * wuerfel : int[] * anzWuerfe : int * obererBlock,bonus,summeOben,summe,untererBlock : int * spielGestartet : boolean |
| * KniffelController(window : Kniffel) * schliessenDialog() : void * wuerfeln() : void * resetWuerfel() : void * updateSummeObererBlock(punkte : int) : void * updateSummeUntererBlock(punkte : int) : void * actionPerformed(arg0 : ActionEvent) : void * windowClosing(arg0 : WindowEvent) : void |

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| ActionListener |
| * ActionPerformed(e : ActionEvent) : void |

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| WindowAdapter |
| + windowClosing(arg0 : WindowEvent) : void  + windowActivated(arg0 : WindowEvent) : void  + windowClosed( arg0 : WindowEvent) : void  + windowDeactivated(arg0 : WindowEvent) : void  + windowDeiconified(arg0 : WindowEvent) : void  + windowGainedFocus(arg0 : WindowEvent) : void  + windowIconified(arg0 : WindowEvent) : void  + windowLostFocus(arg0 : WindowEvent) : void  + windowOpened(arg0 : WindowEvent) : void  + windowStateChanged(arg0 : WindowEvent) : void |

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| ActionListener |

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| JFrame |

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| Kniffel |

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| WindowAdapter |

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| Rules |

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| KniffelController |