PPSelection

SButton :JButton

MButton :JButton

Back :JButton

rounds :JTextField

numOfRounds :JLabel

PPSelection()

MainMenu

Buttons

backgroundImage

MainMenu()

paintComponent(Graphics g)

Game Frame

panel :PingPongPanel

selection :PPSelection

menu :MainMenu

snake :SnakeGame

tictactoe :TicTacToe

gameThread :Thread

SinglePlayer :boolean

GameFram()

run()

startGame()

actionPerformed(ActionEvent e)

ArcadeSystem

Main(String[] args)

GameFrame()

PingPongPanel

paddle1 :Paddle

paddle2 :Paddle

Horizontal\_Line :Lines

ball :Ball

Velocity: int

random :Random

Score1 :JLabel

Score2 :JLabel

p1Score :int

p2Score :int

xVelocity :int

yVelocity: int

speed: int

speed :int

rounds :int

running :Boolean

sound :sEffects

playSE(int i)

PingPongPanel()

isRunning()

setRunning(Boolean running)

TicTacToe

random :Random

title\_panel :JPanel

button\_panel :JPanel

text :JLabel

buttons :JButton[]

Quit :JButton

TicTacToe()

newGame()

actionPerformed()

fTurn()

check()

xWins(int x,int y,int z)

oWins(int x,int y,int z)

JPanel

JPanel()

getAccessibleContent()

getUI()

paramString()

Paddle

color :Color

yVelocity :int

Paddle(int x, int y, int width, int height, Color color)

yDirection(int Direction)

movePaddle()

sEffects

clip :Clip

soundURL :URL[]

main(String[] args)

sEffects()

setFile(int x)

Play()

Loop()

Stop()

setRounds(int rounds)

moveBall()

sPlayerMove()

mPlayerMove()

moveAI(Paddle paddle)

changeSpeed()

collison()

newObjects()

newGame()

winner()

isWinner()

scoreCount()

paintComponent()

keyTyped(KeyEvent e)

keyPressed(KeyEvent e)

keyReleased(KeyEvent e)

SnakeGame

WIDTH :int

HEIGHT :int

DELAY :int

SPECIAL\_TIMER

random :Random

specialAppleVisible: Boolean

playAgainButton :JButton

gameTimer :Timer

specialAppleSpawnTimer :Timer

Quit :JButton

Sound :sEffects

SnakeGame()

playSE(int i)

startGame()

handlePlayAgain()

spawnSpecialApple()

handleSpecialAppleTimer()

normalize()

endgame()

gameLoop()

paintComponent(Graphics g)

keyTyped(KeyEvent e)

keyPressed(KeyEvent e)

keyReleased(KeyEvent e)