**Class diagram for Flappy Bird Game2.0**

Background

-height:int

-width: int

-frame: JFrame

-Top:Image

-bot: Image

-golds: Image

-bronzes:Image

-silvers: Image

-platinums: Image

- birdX: int

- birdY: int

- birdwidth: int

- birdheight: int

- bronzeX: int

- bronzeY: int

- bronzewidth: int

- bronzeheight: int

- silverX: int

- silverY: int

- silverwidth: int

- silverheight: int

- platinumX: int

- platinumwidth: int

- platinumheight: int |

- goldX: int

- goldY: int

- goldwidth: int

- goldheight: int

+ Bronze() |

| + Silver() |

| + Platinum() |

| + Gold() |

| + actionPerformed(ActionEvent e) |

| + keyTyped(KeyEvent e) |

| + keyPressed(KeyEvent e) |

Title

+actionPerformed(ActionEvent e)

App

-frame:JFrame

-button:JButton

+App()

+GameScreen()