# Game 1

# game 2

[Mnemonics](src/Mnemonics.java)

[Score](Java/Score.java) Object

1 :Mnemonics

ActionListeners

GameLogic Class

Gamelogic()

Gamelogic1()

Display()

Score()

main()

[Game1](src/Game1.java)

[LogwriterObject](Java/LogWriter.java)

Score Object

1 : Display()

2 : Exit()

3 :ActionListeners

4 : Main()

# collection (Interface)

[Collection](src/Collection.java)

[LogWriterObject](Java/LogWriter.java)

1 :ActionListeners

Game1.main()

Game2.main()

Game3.main()

Game4.main()

Game5.main()

Game6.main()

2 : Main()

**game3**

[HangmanFinal](src/HangmanFinal.java)

LogWriterObject

ActionListener

1 : Hanger()

2 : Words()

3 : main()

[Ticktacktoe](src/TicTacToe.java)

LogWriteObject

ActionListener

1 : Boolean()

2 : main()

**GAme 4**

CARZZ

LogWriterObject

Score

[FinalGui()](vikas/Finalgui.java)

[PoliceRun()](vikas/PoliceRun.java)

1 :CarClass

2 :LogicClass

3 :EndClass

4 :FirstPage

5 : main()

SURPRISE

LogWriterObject

NewClassObject

1 :ActionListeners

2 :ImageObject

3 : main()

# game 6

# game 5

**SCore**

**Logwriter**

[Score](src/Score.java)

1 : Write Score()

2 : Read Score()

3 : Score Comparator()

Compare()

[LogWriter](src/LogWriter.java)

1 :WriteLog()