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Modelo

Class Main

java.lang.Object
Modelo.Main

```
public class Main
extends java.lang.Object
```

Esta es la clase principal del juego, esta recibe el inicio del juego.

Version:

1.0.0.0

Author:

Jonathan Muñoz, Carlos Ortiz, Jefersson Guevara

Field Summary

| Fields | |
|--|---|
| Modifier and Type | Field and Description |
| (package private) static Juego | game Crea un objeto juego para inicializar los objetos de interfaz |
| (package private) static Pantallas | pcarga Crea un objeto Pantallas para mostrar los elementos |

Constructor Summary

| Constructors | |
|-----------------------------|--|
| Constructor and Description | |
| Main() | |

Method Summary

| All Methods | | Static Methods | Concrete Methods |
|-----------------------------|------------------------|--------------------------------|----------------------------------|
| Modifier and Type | Method and Description | | |

```
static void      main(java.lang.String[] args)
                Este es el metodo principal
```

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

game

```
static Juego game
```

Crea un objeto juego para inicializar los objetos de interfaz

pcarga

```
static Pantallas pcarga
```

Crea un objeto Pantallas para mostrar los elementos

Constructor Detail

Main

```
public Main()
```

Method Detail

main

```
public static void main(java.lang.String[] args)
                    throws java.lang.Exception
```

Este es el metodo principal

Parameters:

args - the arguments

Throws:

java.lang.Exception - the exception

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