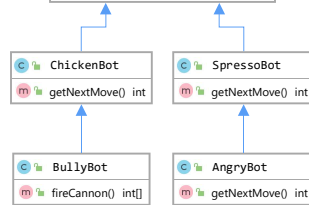


	<b>District</b>	
	CURRENT	int
	NORTH	int
	EAST	int
	SOUTH	int
	WEST	int
	myX	int
	myY	int
	spressoCount	int
	resident	TimBot
	invaderBots	TimBot[]
	numInvaders	int
	incomingFire	int
	spressoJolts	int
	spressoGrowth	int
	myPlanet	DohNat
	myPlant	Plant
	setTimBot(TimBot)	boolean
	getAdjoiningDistrict(int)	District
	senseDistrict(int, int[], boolean[])	void
	startNewRound()	void
	doSensePhase()	void
	hasTimBot()	boolean
	hasSpresso()	int
	doMovePhase()	void
	moveTimBot(TimBot)	void
	doBattlePhase()	void
	doFirePhase()	void
	fireAtDistrict()	void
	doDefensePhase()	void
	doHarvestPhase()	void
	toString()	String
	setPlant(Plant)	Plant

	<b>TimBot</b>	
	myId	int
	energyLevel	int
	personality	char
	spressoSensed	int[]
	botsSensed	boolean[]
	getD()	int
	startRound()	boolean
	senseDistricts(int[], boolean[])	void
	getNextMove()	int
	isFunctional()	boolean
	useJolt()	boolean
	useShield()	boolean
	harvestSpresso(int)	void
	fireCannon()	int[]
	toString()	String

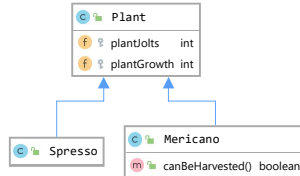
	<b>TimBotTest</b>	
	botsSensed	boolean[]
	spressoSensed	int[]
	getD()	void
	startRoundNoJolts()	void
	startRoundOneJolts()	void
	startRoundLotsOfJolts()	void
	senseDistricts()	void
	getNextMove()	void
	isFunctionalNonFunctional()	void
	isFunctionalFunctional()	void
	isFunctionalFunctional2()	void
	useShieldFails()	void
	useShieldSucceedsOnce()	void
	useShieldSucceedsTwice()	void
	harvestSpressoUnder99()	void
	harvestSpressoOver99()	void
	fireCannon()	void
	testToString()	void

	<b>DohNat</b>	
	districts	District[]
	height	int
	width	int
	setTimBot(TimBot, int, int)	boolean
	setPlant(Plant, int, int)	void
	newRound()	void
	doSensePhase()	void
	doMovePhase()	void
	doBattlePhase()	void
	doFirePhase()	void
	doDefensePhase()	void
	doHarvestPhase()	void
	getDistrict(int, int)	District
	toString()	String



	<b>AngryBotTest</b>	
	getNextMoveCase1a()	void
	getNextMoveCase1b()	void
	getNextMoveCase1c()	void
	getNextMoveCase1d()	void
	getNextMoveCase1e()	void
	getNextMoveCase1f()	void
	getNextMoveCase2a()	void
	getNextMoveCase2b()	void
	getNextMoveCase2c()	void
	getNextMoveCase2d()	void

	<b>ChickenBotTest</b>	
	getNextMoveCase0()	void
	getNextMoveCase1()	void
	getNextMoveCase2()	void
	getNextMoveCase3()	void
	getNextMoveCase4()	void
	getNextMoveCase5()	void
	getNextMoveCase6()	void



	<b>SpressoBotTest</b>	
	getNextMoveCase1()	void
	getNextMoveCase2()	void
	getNextMoveCase3()	void
	getNextMoveCase4()	void
	getNextMoveCase5()	void
	getNextMoveCase6()	void

	<b>BullyBotTest</b>	
	fireCannonNotEnoughEnergy()	void
	fireCannonNoTargets()	void
	fireCannonMoreTargetThanEnergy()	void
	fireCannonLessTargetThanEnergy()	void

	<b>TimSim</b>	
	main(String[])	void

	Package groovyjarjarcommonscli
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	Package toolbarButtonGraphics
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	Package groovyjarjarantlr
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	Package groovyjarjarasm
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	Package netscape
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	Package META-INF
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	Package images
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	Package groovy
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	Package javax
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	Package java
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	Package com
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	Package sun
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	Package org
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	Package jdk
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