GameApplet: JApplet: ActionLitener, KeyListener

- public GameApplet()
- public actionPerformed(ActionEvent)
- public Snake getSnake()
- public init()
- public keyPressed(KeyEvent e)
- public keyReleased(KeyEvent e)
- public keyTyped(KeyEvent e)
- private makeMenu()

Snake::Runnable

- public static int borderSize
- public static int borderSize
- public final static ReentrantLock lock
- public Snake(int startSize, int startX, int startY, int startDir)
- public run()
- public AbstractList getBonus()
- public paint()
- public set3dGraphics()
- public setABCGraphics() public setShadowGraphics
- public setDemoControl()
- public setKeyControl()
- public setOriginalGraphics()
- public turn(int dir)

ABCFacade

• public ABCFacade()

ModuleB

- public ModuleB()
- public drawSnake(AbstractList body)

- public ModuleC()

- public Graphics3D()
- public printBox(Box b, Color c)

GamePanel: JPanel

- public GamePanel(GameApplet a)
- public static Graphics getBuffer()

ControllerKey

• public step(ArrayList body)

public setDirection(int dir)

public ControllerKey()

public int getDirection()

- public static rePaint()
- public static Dimension getDimension()

ModuleA:: Runnable

public drawBackground()

public paint(Graphics g)

public ModuleA()

• public outSide()

Decorator

- public Decorator(Renderer r)
- private decorateRectangle(Rectangle r)

ModuleC

• putBonus(ArrayList bonus)

Graphics3D

- public printBase(Color c)
- printBonus(Box b, Color c)

- public putBody(AbstractList body)

ControllerDemo : : Controller

- public ControllerDemo(Snake s)
- public int getDirection()
- public setDirection(int dir)
- public step(ArrayList body)

AbstractGraphics : : Renderer

- public AbstractGraphics()
- public putBackground()
- public outside()
- public setSnakeColor()

Graphics3DAdapter

private MovingRectangle: Rectangle:

- public int speedX, speedY
- public MovingRectangle(Rectangle r, int speedX, int

public GraphicsOriginal()

GraphicsOriginal: AbstractGraphics: Renderer

public putBonus(AbstractList bonus)

Renderer

Controller

public step(ArrayList body)

public setDirection(int dir)

public int getDirection()

- public putBackground()
- public putBody(AbstractList body)
- public setSnakeColor(Color color)
- public putBonus(AbstractList bonus)
- public outside()