

Package `ass3.mygame`

Class **MyGame**

`java.lang.Object`
`ass3.mygame.MyGame`

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

The game starts here, the main method is in this class.

Version:

5.0

Author:

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Constructor Summary

Constructors

Constructor	Description
<code>MyGame ()</code>	

Method Summary

All Methods **Static Methods** **Concrete Methods**

Modifier and Type	Method	Description
<code>static void</code>	<code>main(java.lang.String[] args)</code>	The main method.

Methods inherited from class `java.lang.Object`

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

Constructor Details

MyGame

```
public MyGame()
```

Method Details

main

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

The main method.

Parameters:

`args` - an array of command-line arguments for the application