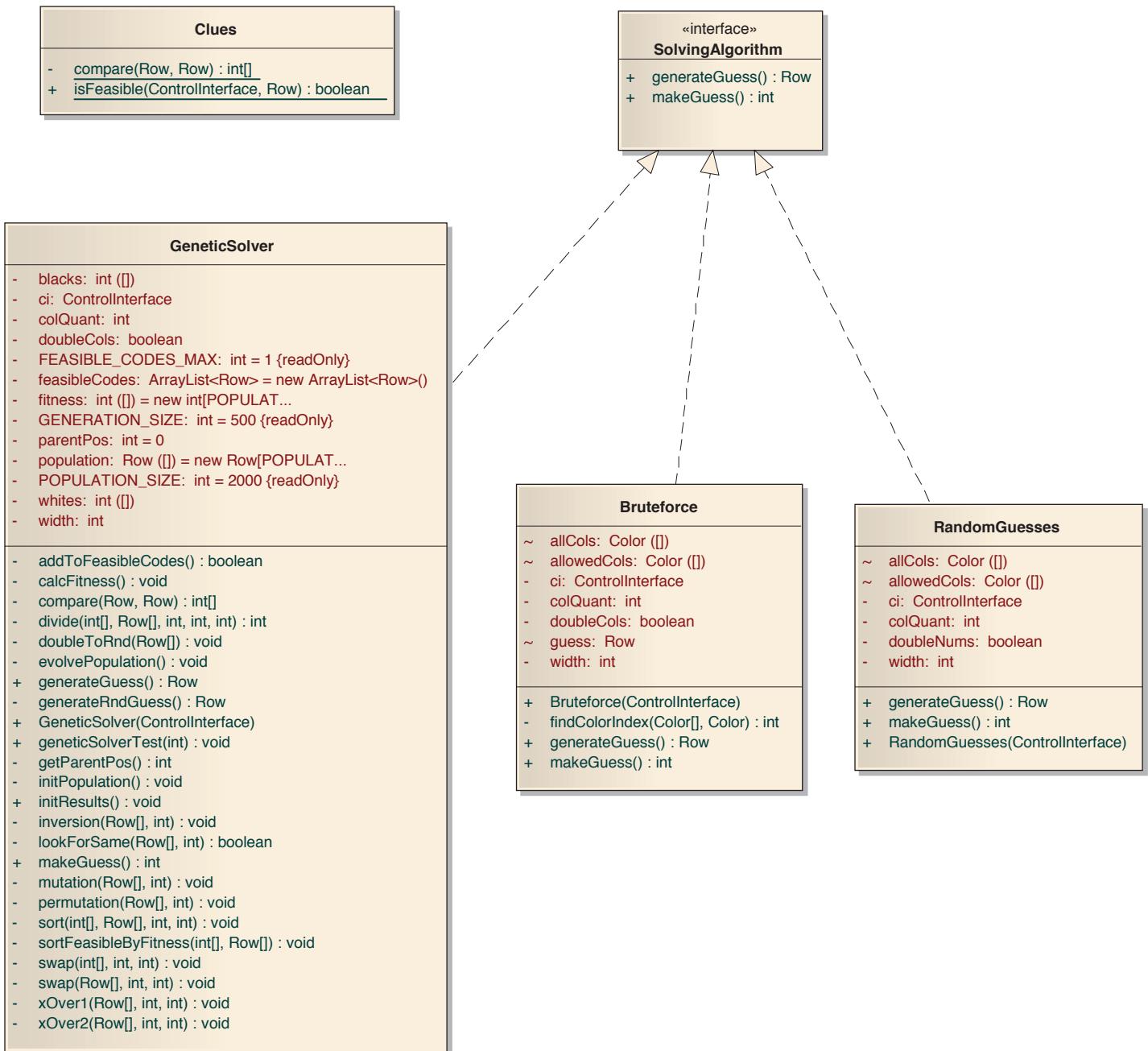
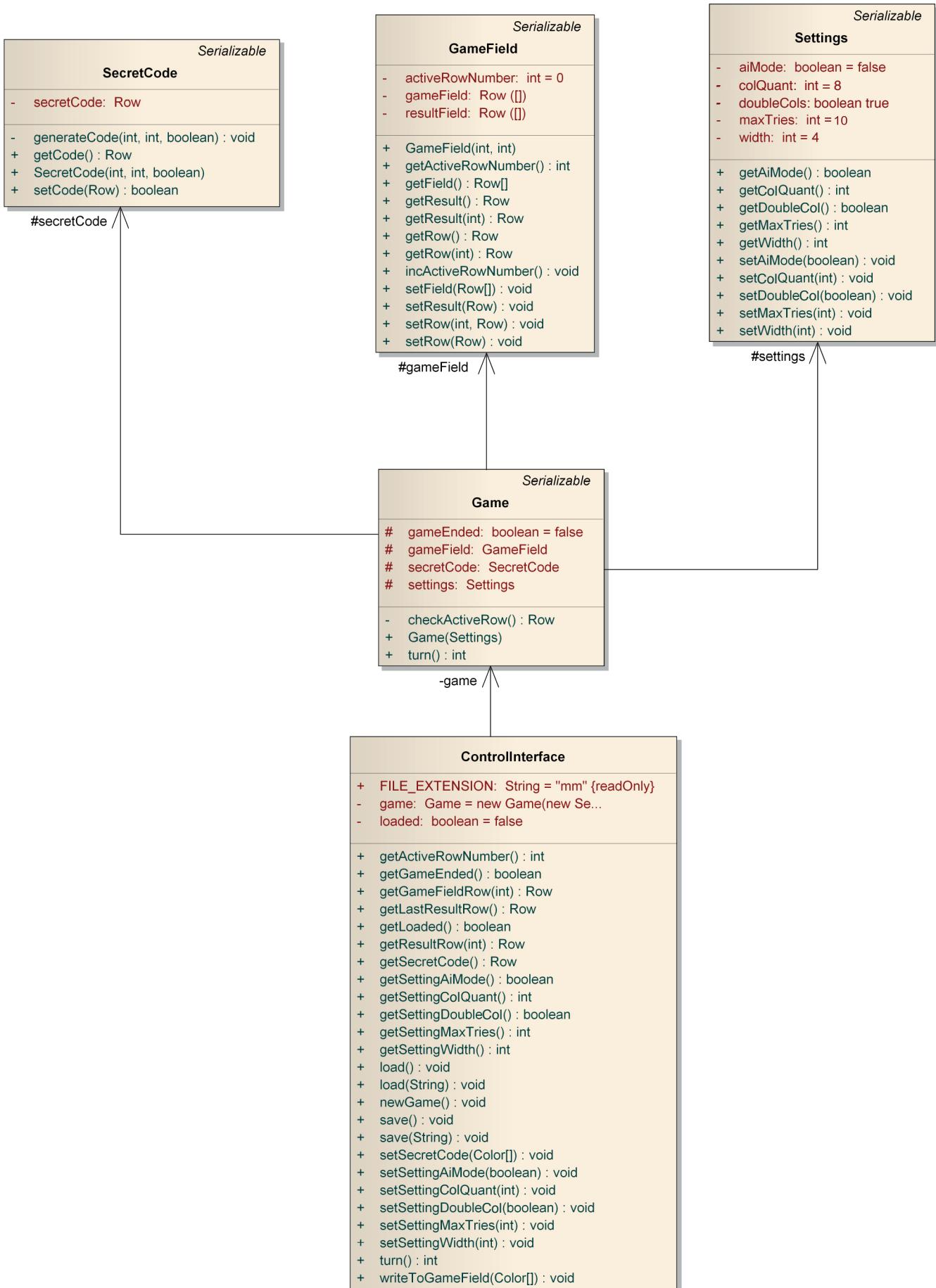


Mastermind Game - UML Diagram

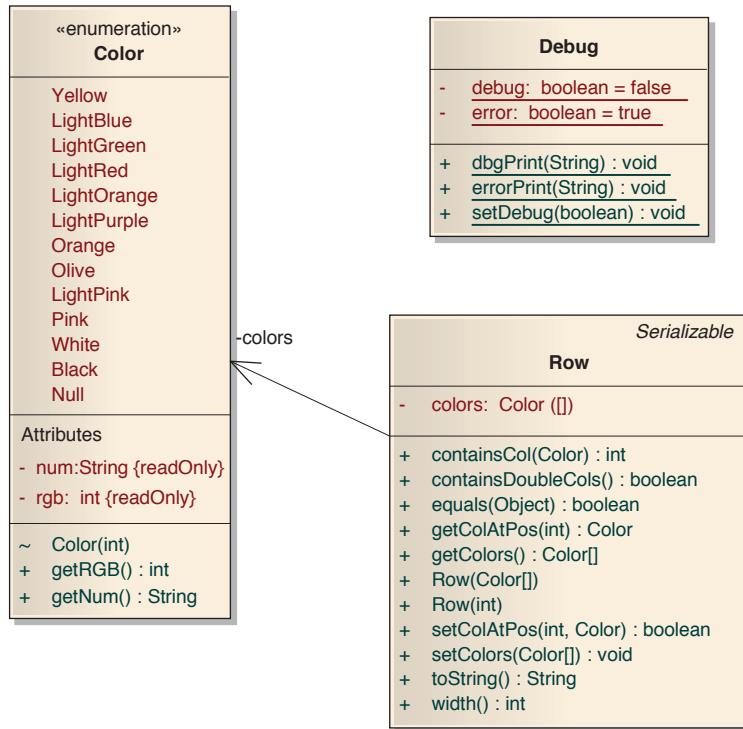
ai package



game package



common package



gui package

javax.swing.JFrame	
MainWindow	
- aboutDialog: JDialog	
- AI_GUESS_DELAY: int = 500 {readOnly}	
- aiTimer: Timer	
- chosenColButton: JButton	
- ci: ControllInterface = new ControllInte...	
- colButtons: JButton []	
- colScrollPane: JScrollPane	
- colQuantSlider: JSlider	
- doubleColCheckBox: JCheckBox	
- fileChooser: JFileChooser	
- gameButtons: JButton []	
- gameMenuBar: JMenuBar	
- gameModeComboBox: JComboBox	
- gamePanel: JPanel	
- gamePlaceholder: JLabel	
- gameScrollPane: JScrollPane	
- gameState: JLabel	
- gameWidthSlider: JSlider	
- maxTriesSpinner: JSpinner	
- secretCodeButtons: JButton []	
- secretCodePanel: JPanel	
- settingsDialog: JDialog	
- aboutMenuItemActionPerformed(java.awt.event.ActionEvent) : void	
- addRow() : void	
- cancelButtonActionPerformed(java.awt.event.ActionEvent) : void	
- closeButtonActionPerformed(java.awt.event.ActionEvent) : void	
- colButtonsActionPerformed(java.awt.event.ActionEvent) : void	
- doAIGame() : void	
- editSettingsMenuItemActionPerformed(java.awt.event.ActionEvent) : void	
- gameButtonPinActionPerformed(java.awt.event.ActionEvent) : void	
- gameButtonResultActionPerformed(java.awt.event.ActionEvent) : void	
- howToMenuItemActionPerformed(java.awt.event.ActionEvent) : void	
- initColTable() : void	
- initComponents() : void	
- initGameTable() : void	
- initKeyListener() : void	
- initNewGame() : void	
- initSecretCode() : void	
- keyTyped(KeyEvent) : void	
- loadMenuItemActionPerformed(java.awt.event.ActionEvent) : void	
+ main(String[]) : void	
+ MainWindow()	
- newGameMenuItemActionPerformed(java.awt.event.ActionEvent) : void	
- parseArgs(String[]) : void	
- parseGameState(int) : void	
- quitMenuItemActionPerformed(java.awt.event.ActionEvent) : void	
- revealSecretCode() : void	
- rowIsSet() : boolean	
- saveAsMenuItemActionPerformed(java.awt.event.ActionEvent) : void	
- saveButtonActionPerformed(java.awt.event.ActionEvent) : void	
- secretCodeButtonsActionPerformed(java.awt.event.ActionEvent) : void	
- setLastGuessMenuItemActionPerformed(java.awt.event.ActionEvent) : void	
- showGameRow(int) : void	
- showHintMenuItemActionPerformed(java.awt.event.ActionEvent) : void	
- showLoadedGameTable() : void	
- showResultRow(int) : void	
- translateColor(java.awt.Color) : Color	
- validateGuessMenuItemActionPerformed(java.awt.event.ActionEvent) : void	
- writeSecretCode() : void	
- writeToGameField() : void	