

Memory Game Driver

Memory Game GUI()

Memory Game GUI

WINDOW-WIDTH : int

WINDOW-HEIGHT : int

rows : int

cols : int

doors : JButton

filler : String

result : JLabel

coverImage : ImageIcon

attemptsallowed : int

attemptsleftvar : int

totalmatches : int

numberofmatches : String

Border Layout ()

MemoryGameModel ()

getRows ()

getCols ()

Panel ()

GridLayout (rows, cols)

set Font ()

addActionListener (this)

setVisible (true)

actionPerformed ()

→ remove ActionListener (this)

NumberOfMatches ()

Attemptsleft ()

WinOrNoWin ()

MemoryGameModel

images : array

match : boolean

choice 1 : int

choice 2 : int

numberOfCards Flipped : int

number of Matches : int

numbers of Attempts : int

image [0-15] : ImageIcon

random : Random

str : String

randomNumber : int

imgIcon : ImageIcon

random : ImageIcon

MemoryGameModel ()

gameOverStatus ()

getRows ()

getCols ()

display ()

report Winner ()

takeTurn ()

get Match ()

get Image ()