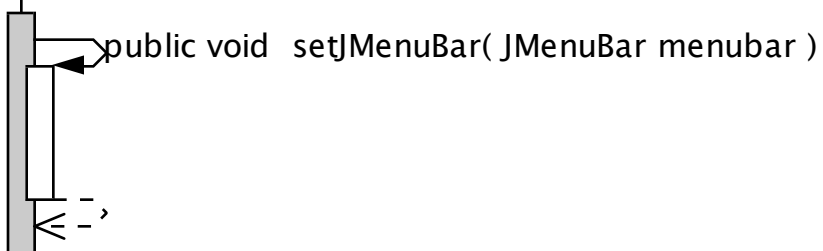
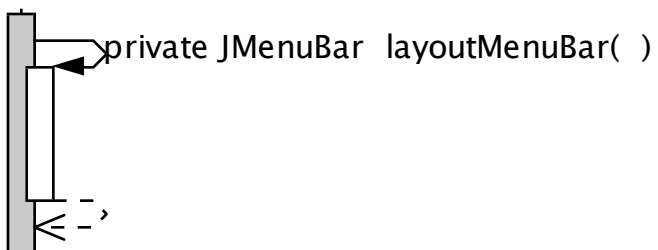
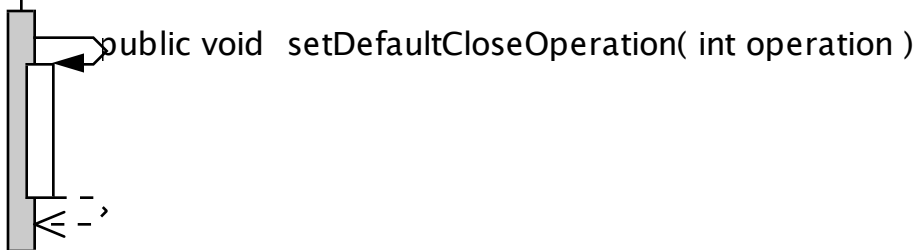
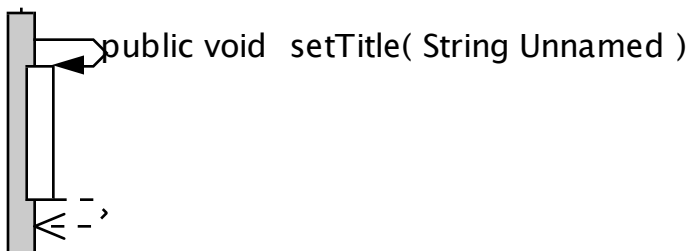


self : Client

EXIT_ON_CLOSE : int



FRAME_SIZE : Dimension

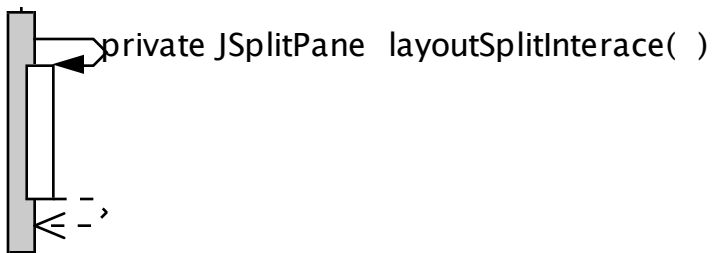
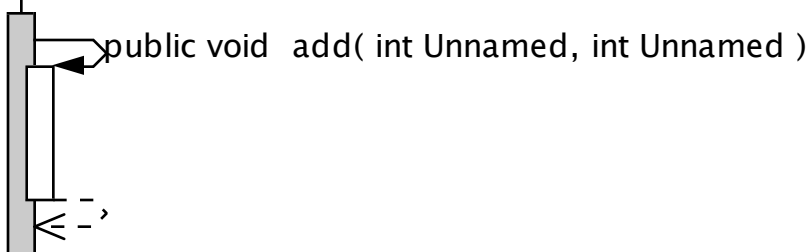
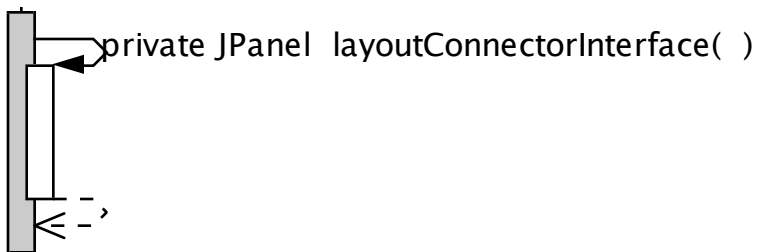
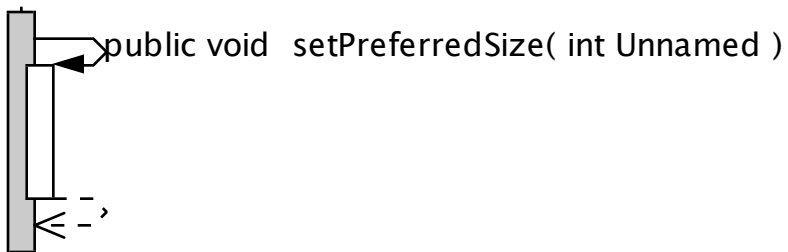


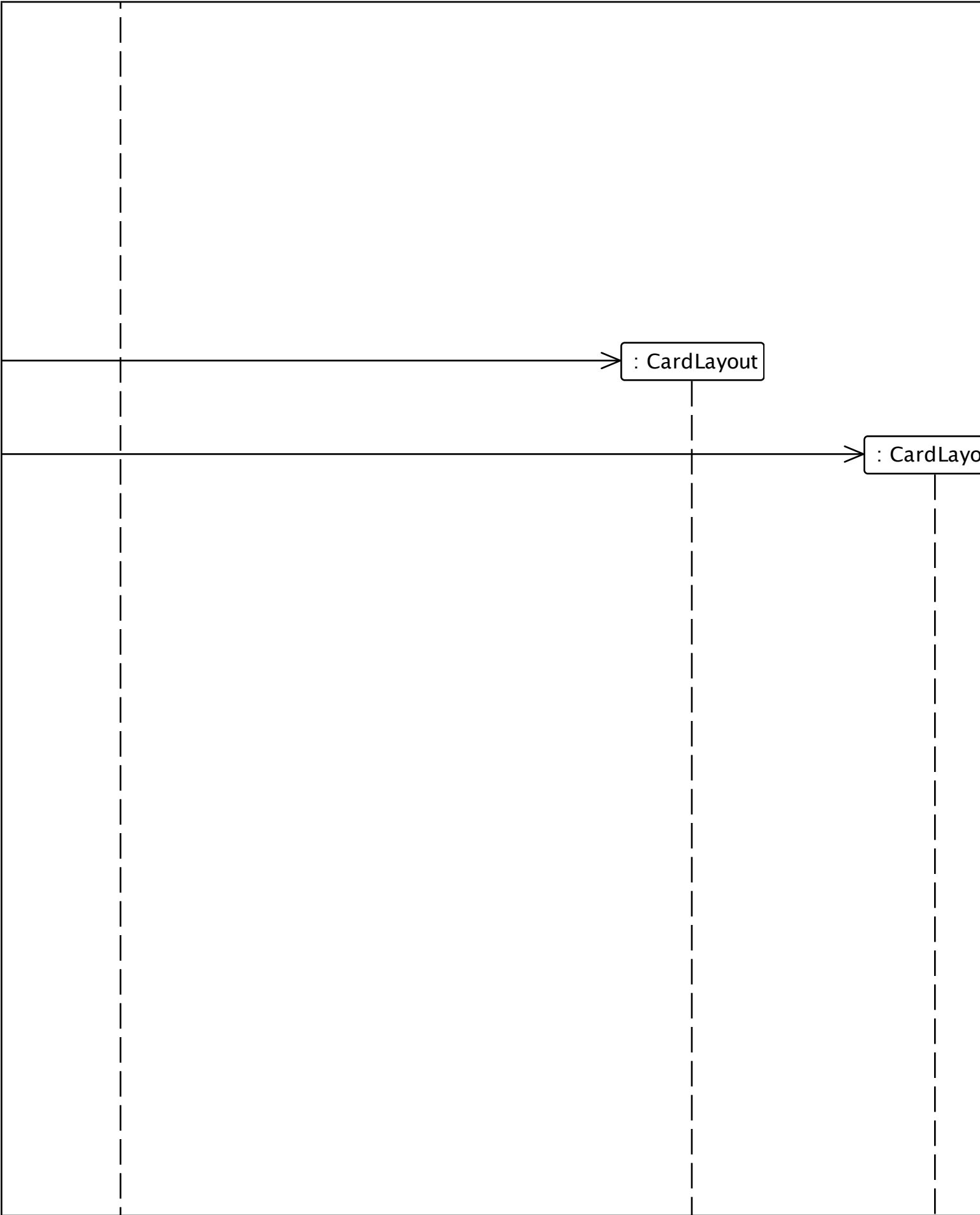
CONNECTOR_CARD : String

GAME_CARD : String

: Containe

er





ut



```
sequenceDiagram
    participant L as
    participant R as
    L->>L: public void add( int Unnamed, int Unnamed )
    L-->>L: 
    L-->>L: 
    L->>L: public Container getContentPane( )
    L-->>L: 
    L-->>L: 
    L-->>R: 
    L->>L: public void pack( )
    L-->>L: 
    L-->>L: 
    L-->>R: 
    L->>L: public void addWindowListener( int Unnamed )
    L-->>L: 
    L-->>L: 
```

public void add(int Unnamed, int Unnamed)

public Container getContentPane()

public void pack()

public void addWindowListener(int Unnamed)

