

slots::SlotsView
+startingAmount1: double +matched1: int +matched2: int +matched3: int +matched4: int ~enterAmount: boolean +wins: int +amountWon: double -btnSpin: javax.swing.JButton -jLabel1: javax.swing.JLabel -jLabel2: javax.swing.JLabel -jLabel3: javax.swing.JLabel -jLabel4: javax.swing.JLabel -jLabel5: javax.swing.JLabel -jLabel6: javax.swing.JLabel -lblWinnings: javax.swing.JLabel -mainPanel: javax.swing.JPanel -menuBar: javax.swing.JMenuBar -progressBar: javax.swing.JProgressBar -statusAnimationLabel: javax.swing.JLabel -statusMessageLabel: javax.swing.JLabel -statusPanel: javax.swing.JPanel -messageTimer: javax.swing.Timer -busylconTimer: javax.swing.Timer -idleIcon: javax.swing.Icon -busylcons: javax.swing.Icon[] -busylconIndex: int -aboutBox: javax.swing.JDialog
+SlotsView(org.jdesktop.application.SingleFrameApplication): ctor +showAboutBox(): void -initComponents(): void +btnSpin(): void ~access\$000(slots.SlotsView): javax.swing.JLabel ~access\$102(slots.SlotsView, int): int ~access\$100(slots.SlotsView): int ~access\$200(slots.SlotsView): javax.swing.Icon[] ~access\$300(slots.SlotsView): javax.swing.JLabel ~access\$400(slots.SlotsView): javax.swing.Timer ~access\$500(slots.SlotsView): javax.swing.JProgressBar ~access\$600(slots.SlotsView): javax.swing.Icon ~access\$700(slots.SlotsView): javax.swing.Timer ~SlotsView(): ctor

slots::SlotsView
+startingAmount1: double +matched1 = 0: int +matched2 = 0: int +matched3 = 0: int +matched4 = 0: int ~enterAmount = true: boolean +wins = 0: int +amountWon = 0.0: double -btnSpin: javax.swing.JButton -jLabel1: javax.swing.JLabel -jLabel2: javax.swing.JLabel -jLabel3: javax.swing.JLabel -jLabel4: javax.swing.JLabel -jLabel5: javax.swing.JLabel -jLabel6: javax.swing.JLabel -lblWinnings: javax.swing.JLabel -mainPanel: javax.swing.JPanel -menuBar: javax.swing.JMenuBar -progressBar: javax.swing.JProgressBar -statusAnimationLabel: javax.swing.JLabel -statusMessageLabel: javax.swing.JLabel -statusPanel: javax.swing.JPanel -messageTimer: Timer -busylconTimer: Timer -idleIcon: Icon -busylcons = new Icon[15]: Icon[] -busylconIndex = 0: int -aboutBox: JDialog
+SlotsView(SingleFrameApplication app): ctor +showAboutBox(): void -initComponents(): // <editor-fold defaultstate="collapsed" desc="Generated Code">//GEN-BEGIN: initComponents void +btnSpin(): void

slots::SlotsApp
+SlotsApp(): ctor #startup(): void #configureWindow(java.awt.Window): void +getApplication(): slots.SlotsApp +main(java.lang.String[]): void

slots::SlotsAboutBox
-closeButton: javax.swing.JButton
+SlotsAboutBox(java.awt.Frame): ctor +closeAboutBox(): void -initComponents(): void

slots::SlotsAboutBox
-closeButton: javax.swing.JButton
+SlotsAboutBox(java.awt.Frame parent): ctor +closeAboutBox(): void -initComponents(): void

slots::SlotsApp
#startup(): void #configureWindow(java.awt.Window root): void +getApplication(): SlotsApp +main(String[] args): void

slots::SlotsView\$1
~this\$0: slots.SlotsView
~SlotsView\$1(slots.SlotsView): ctor +actionPerformed(java.awt.event.ActionEvent): void

slots::SlotsView\$2
~this\$0: slots.SlotsView
~SlotsView\$2(slots.SlotsView): ctor +actionPerformed(java.awt.event.ActionEvent): void

slots::SlotsView\$3
~this\$0: slots.SlotsView
~SlotsView\$3(slots.SlotsView): ctor +propertyChange(java.beans.PropertyChangeEvent): void