

<b>Background</b>		JPanel
<ul style="list-style-type: none"><li>• Read Image.</li></ul>		

<b>MFrame</b>		JFrame
<ul style="list-style-type: none"><li>• Set Width and Height of the panel.</li><li>• Obtain the Image from Background.</li><li>• Recieves Window state events.</li></ul>	<ul style="list-style-type: none"><li>• SliderPanel</li><li>• AnimationPanel</li></ul>	

<b>ComplexGraphic</b>		

<b>Main</b>		
<ul style="list-style-type: none"><li>• Posts a Event Runnable.</li></ul>	<ul style="list-style-type: none"><li>• MFrame</li></ul>	

<b>SliderPanel</b>		JPanel
<ul style="list-style-type: none"><li>• Takes input : Coefficient Of Restitution.</li><li>• Takes input : Height.</li><li>• Creates Horizontal Slider</li></ul>	<ul style="list-style-type: none"><li>• RestitutionEventListener</li></ul>	

<b>Splash</b>		JWindow
<ul style="list-style-type: none"><li>• Creates a p5 Renderer object.</li><li>• Create a Splash Screen</li></ul>		

Interface		<b>RestitutionEventListener</b>

<b>RestitutionEvent</b>		EventObject
<ul style="list-style-type: none"><li>• Sets the value of coefficent of restitution and the Height.</li></ul>		

Interface		<b>Cuel</b>

<b>AnimationPanel</b>		JPanel
<ul style="list-style-type: none"><li>• Starts the Animation.</li><li>• Pauses the Animation.</li><li>• Enables Timer.</li></ul>		