









## GameControlWindow

 serialVersionUID	long
 jta	JTextArea
 gameCave	Cave
 lastJCBP	boolean
 lastJCBC	boolean
 lastJCBT	boolean
 lastJCBA	boolean
 lastStr	String

## GameControlWindow(Cave)

 setupButtons()	void
 loadFileData(Cave)	void
 searchGame(Cave)	String