Class Menu

java.lang.Object
    Menu

All Implemented Interfaces:

java.awt.event.ActionListener, java.util.EventListener

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public class **Menu**
extends java.lang.Object
implements java.awt.event.ActionListener

Field Summary

Fields

Modifier and Type	Field and Description
private static java.awt.Color	**backGC**
static javax.swing.JPanel	**ButtonPanel**
static javax.swing.JPanel	**CentralPanel**
static Menu	**drawMenu**
static javax.swing.JFrame	**j**
static javax.swing.JFrame	**menu**
static javax.swing.JPanel	**panel**
static javax.swing.JButton	**playGButton**
static javax.swing.JButton	**quitGButton**

Constructor Summary

Constructors

Constructor and Description
Menu()

Method Summary

Modifier and Type	Method and Description
void	**actionPerformed**(java.awt.event.ActionEvent a)
void	**drawMenu**()
static void	**exitGame**()
static void	**main**(java.lang.String[] args)
void	**startGame**(javax.swing.JFrame j)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

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Field Detail

backGC

private static final java.awt.Color backGC

ButtonPanel

public static javax.swing.JPanel ButtonPanel

CentralPanel

public static javax.swing.JPanel CentralPanel

drawMenu

public static Menu drawMenu

j

public static javax.swing.JFrame j

menu

public static javax.swing.JFrame menu

panel

public static javax.swing.JPanel panel

playGButton

public static javax.swing.JButton playGButton

quitGButton

public static javax.swing.JButton quitGButton

Constructor Detail

Menu

public Menu()

Method Detail

actionPerformed

public void actionPerformed(java.awt.event.ActionEvent a)

Specified by:

actionPerformed in interface java.awt.event.ActionListener

drawMenu

public void drawMenu()

exitGame

public static void exitGame()

main

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public static void main(java.lang.String[] args)
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startGame

```
public void startGame(javax.swing.JFrame j)
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