Reader

- +<<constructor>>Reader(string)
- +<<constructor>>Reader(File)
- +convertToByteArray(int):byte[]
- +convertToByteArray(float):byte[]
- +convertToInt(byte[]):int
- +convertToFloat(byte[]):float

Pair

- -x:float
- -y:float
- +<<constructor>>
- Pair(float, float)
- +getX():float +getY():float

GameWindow

- +serialVersionUID:long=1
- -startAt:int=1
- -frame:JFrame
- -grid:JPanel
- -gridArray:Tile
- -tilesLeft:Tile
- -tilesRight:Tile
- +newGame:JButton
- +reset:JButton
- +quit:JButton
- +<<constructor>>GameWindow(String, TileInfo[])
- +actionPerformed(ActionEvent):void
- +setUp(TileInfo[]):void
- +buildTiles(TileInfo[]):void
- +buildGrids(TileInfo[]):void
- +addButtons():void

Main

Painting

-pair:Pair[]

-line:int

Pair[])

- +lbutton:JButton
- +rbutton:JButton
- +mbutton:JButton
- -tileHold:Tile
- -infoTile:TileInfo[]
- +main(String[]):void

+<<constructor>>Painting(int,

+paintComponent(Graphics):void

- +readData():TileInfo[]
- +testForCancel(String):void
- +testForReset(String):void

Tile

- -panel:Painting
- -label:JLabel
- -image:ImageIcon
- -selected:boolean
- -idTile:int
- -linesTile:int
- -pairsTile:Pair[]
- +<<constructor>>Tile(int, int, Pair[])
- +getId():int
- +getLines():int
- +getPairs():Pair[]
- +getPainting():Painting
- +setPainting(Painting):void
- +select():void
- +unselect():void
- +isSelected():boolean
- +isEmpty():boolean
- +getPanel():JPanel
- +print_pairs(int, Pair[]):void
- +update(int, Pair[]):void
- +setId(int):void
- +mouseClicked(MouseEvent):void
- +mouseEntered(MouseEvent):void
- +mouseExited(MouseEvent):void
- +mousePressed(MouseEvent):void
- +mouseReleased(MouseEvent):void

TileInfo

- -id:int
- -numberOfLines:int
- -pairs:Pair[]
- +<<constructor>>TileInfo(int,
 int, Pair[])
- +<<constructor>>TileInfo()
- +setID(int):void
- +setNumberOfLines(int):void
- +setPairs(Pair[]):void
- +getPairs():Pair[]
- +getID():int
- +getNumberOfLines():int
- +print():void