**Class Diagram**

Move1  
run(): void  
KeyPressed(KeyEvent) : void  
KeyReleased(KeyEvent) :void  
  
KeyTyped(keyEvent ) : void

Move2  
run(): void  
KeyPressed(KeyEvent) : void  
KeyReleased(KeyEvent) :void  
  
KeyTyped(keyEvent ) : void

GAME   
  
Speed : Double  
Height: int  
Width: int  
direction:int  
laps: int  
img :image  
Winner -Chosen: boolean

Game (): public  
Play(): void  
Title(): void  
Paint(Graphics ) :void