



Game	Main function	
Variable	n m t	Number of points Time Number of threads
Grid	Use this class to create a grid/region.	
Variable	MAX_X MAX_Y	Maximum Coordinate X Maximum Coordinate Y
Method	drawMap() drawEdge() drawPoint() drawResult()	Draw a grid/region/map Draw an edge Draw a point Display final results
Point	Use this class to create a point.	
Variable	X y points	Coordinate X of a point Coordinate Y of a point HashSet of all created points
Method	createPoint() verifyPoint()	Create random point [parameter n]

		Verify created point is within the grid and store in List
Timer	Record time of a game	
Variable	Time	Time
Method	gameTime()	Game Timer
Player	Use this class to create a thread (implements Runnable)	
Variable	threadName player	Name of the thread HashSet for all players
Method	createThread() pickPoint() displayResults()	Create multiple threads [parameter t] Pick start and end point, overlapping comparison, store the results, in a while loop for 20 attempts Display game results