



Main: Class that gets run. Has access to Display the display and the parser. Creates the home screen.

Display: Class that creates and updates the Game Screen. Has access to the interpreter and the Components to keep the GUI up to date. Also has access to parser for initial creation.

Interpreter: Class that extends runnable. Handles all the threading processes for our silos. Extends Parser to access what needs to be performed and ports to see where to send to.

Components: interface defining elements of the game

Silo: Extends Components

Ports: Extends Components

Input/Output port: Two classes that extend Port to signify the input and output ports.

Parser: Reads in input from console and structures it all to be read by other classes.