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+ mouseClicked(MouseEvent) :void + mouseEntered(MouseEvent) :void	n EA 1	10.0	Unregistered	Trial Version	EA 10.0	Unregistered <sup>7</sup>
+ mouseExited(MouseEvent) :void + mousePressed(MouseEvent) :void + mouseReleased(MouseEvent) :void	n EA	10.0	Unregistered	Trial Version	EA 10.0	Unregistered <sup>-</sup>
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eFrame tem> adioButton	EA <sup>2</sup>	- c	checkMove(String) :void drawCheck(Player) :void endCheck(Player) :void		EA 10.0	Unregistered <sup>-</sup>
n ) :void d(MouseEvent) :void	EA <sup>2</sup>	+ (	executeCase(String) :voi GameFrameEventHandle temIntput(int) :void		EA 10.0	Unregistered <sup>-</sup>
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EA 10.0 Ur  - selectedGame :JSpinner - selectedMap :JSpinner - selectedRules :JSpinner - sendNewGame :JButton		progiotoro	# useBox :JRadioButton  # addLogLabel(String) :void - cleanDrawablePanel(DrawablePanel) :void	red Trial Ve
EA 10.0 Ur - showCredits :JButton - showintro :Component		nregistere	# drawCard() :void # drawMapOn(GameBoard, JPanel) :void # drawPair(JPanel, Entry <string, sector="">) :void</string,>	red Trial Ve
+ getGameInfo() :GameInfo + getIntroFrame() :JFrame + getMisc() :JTextArea + getNewGameFrame() :JFrame		nregistere	+ GameFrame() # getActionPanel() :JPanel # getColor(String) :Color	red Trial Ve
EA 10.0 Ur  + getSelectedGame() :JSpinner + IntroFrame() - parseRules(String) :Rules		nregistere	# getDrawedMap() :JPanel # getEventPanel() :JPanel # getIcon(String) :Image	red Trial Ve
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