



JFrame

GameWindow

Constants

+ serialVersionUID : long

Fields

- boardLayout_ : GridBagConstraints
 - buttonPanel_ : JPanel
 - cellComponents_ : ArrayList<Component>
 - cell_ : Cell
 - centerGrid_ : JPanel
 - defaultTileIds_ : int[]
 - leftTiles_ : JPanel
 - rightTiles_ : JPanel
 - tileComponents_ : ArrayList<Component>
 - tile_ : Tile

Properties

«readOnly»
 + buttonPanel : JPanel
 «readOnly»
 + centerPanel : JPanel
 «readOnly»
 + leftPanel : JPanel
 «readOnly»
 + rightPanel : JPanel
 «readOnly»
 + tileIds : int[]

Constructors

+ GameWindow(String) : void

Methods

+ actionPerformed(ActionEvent) : void
 - addButtons() : void
 - addGridBoard() : void
 - addTilesEast() : void
 - addTilesWest() : void
 + reset() : void
 + setUp() : void