



JFrame
GameWindow
Constants + serialVersionUID : long
Fields - boardLayout_ : GridBagConstraints - buttonPanel_ : JPanel - centerGrid_ : JPanel - leftTiles_ : JPanel - rightTiles_ : JPanel - tileId_ : int[]
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 + setUp() : void