



<b>MouseAdapter</b>	
<b>MouseHandler</b>	
Fields	
- cellParent_	<a href="#">Container</a>
- cell_	<a href="#">Cell</a>
- content_	<a href="#">Content</a>
- isSelected_	<a href="#">boolean</a>
- tileParent_	<a href="#">Container</a>
- tile_	<a href="#">Tile</a>
Constructors	
+ MouseHandler( )	<a href="#">void</a>
Methods	
+ mousePressed( <a href="#">MouseEvent</a> )	<a href="#">void</a>