

## MouseAdapter

## MouseHandler Constants

+ serialVersionUID : long

- Fields - cellParent : Container
- cell\_: Cell - content\_: Content
- isSelected : boolean - tileParent : Container
- <u>- tile\_: Tile</u> - timer\_: Timer
  - Constructors
- + MouseHandler( ) : void

  Methods
- + flashPiece( JLabel ) : void
- + mousePressed( MouseEvent ) : void