**UML DIAGRAM FOR MEMORY MATCHING PROGRAM**

Authorview.java

Back1: Button

Authorcontent(): Parent

Tile.Java

Snap: ImageView

Tile(Image)

Displaypoint(): void

Isopen():Boolean

Compare(Tile): Boolean

Open():void

Closelonger(): void

Close():void

Snapper(): ImageView

Experiment.java

Num\_of\_pairs: int

Checker: Tile

Point: int

Labels: Label

Back: Button

Matchimage: Images []

Createcontent(): Parent

Backhome: Button

Label: Label []

Homeviewcontent():Parent

Homeview.java

stages(Stage, Scene []) :void

main (String []): void

Main.Java

Home: Button

Game: Button

About: Button

Exp: experiment

Auth: Authorview

Homes:Homeview

Label: Label

Image: Image

Pane: Pane

scene: Scene