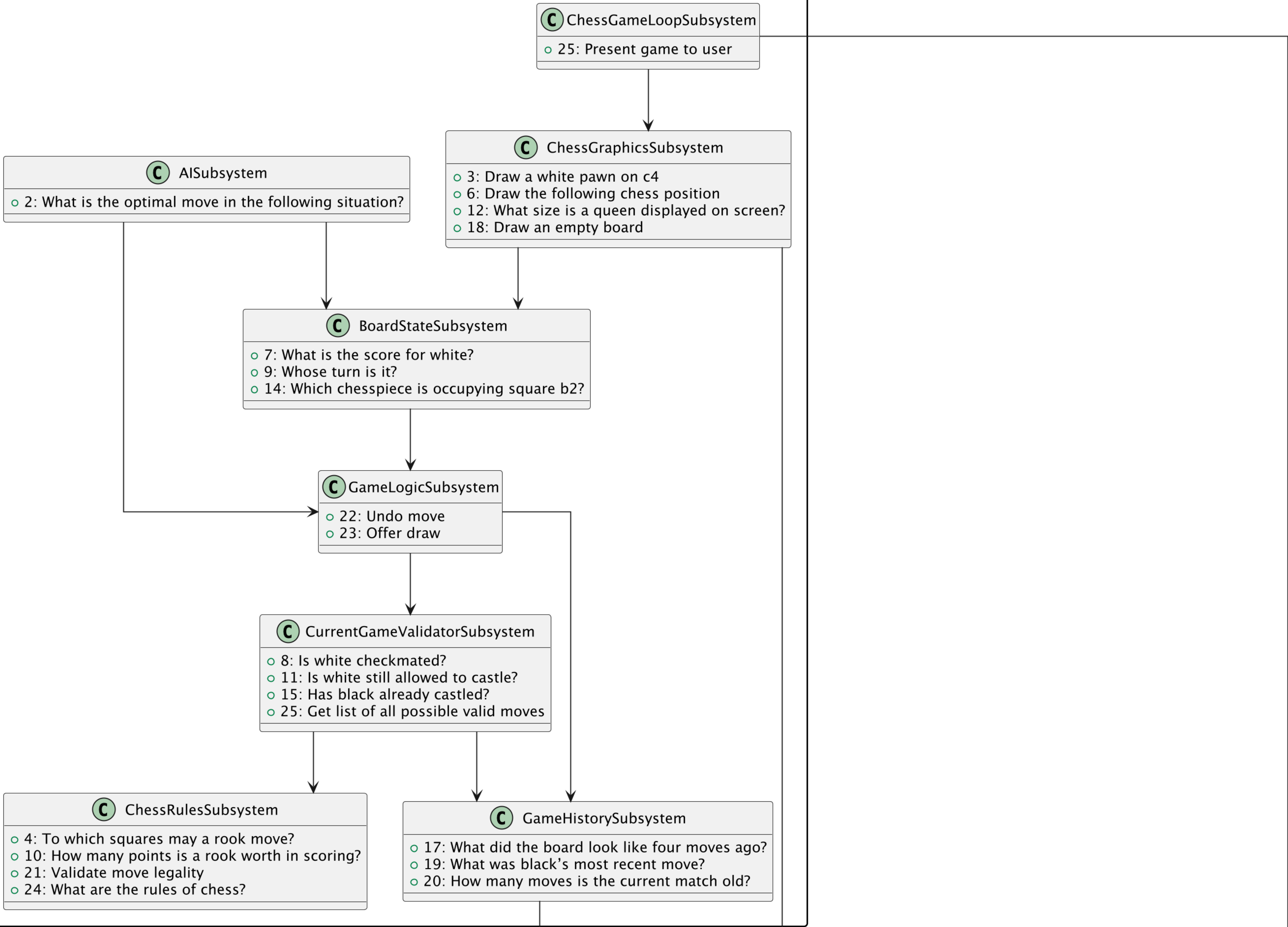


Application



Technical

**C** PersistenceSubsystem

- 26: Persist a game
- 27: Retrieve a game

**C** GraphicsSubsystem

- 5: Draw a black dot at position [898, 266]

**C** InputSubsystem

- 1: On which screen position did the most recent mouse click take place?
- 16: Which is the screen position of the most recent drop event?
- 13: On which square did the most recent mouse click happen?