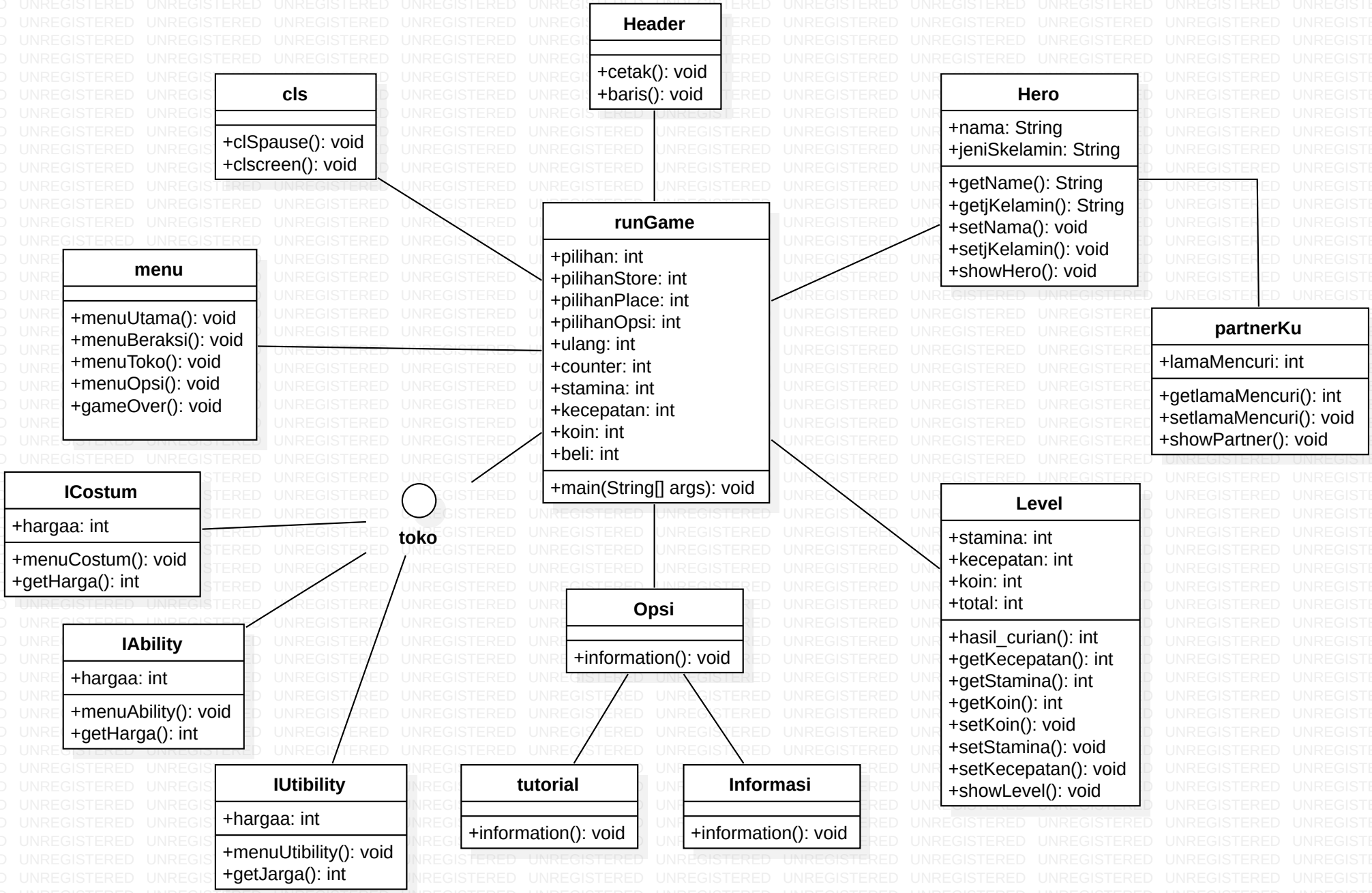
Model::Main


Header
+cetak(): void
+baris(): void
cls
+clSpause(): void
+clscreen(): void
Hero
+nama: String
+jeniSkelamin: String
+getName(): String
+getjKelamin(): String
+setNama(): void
+setjKelamin(): void
+showHero(): void
runGame
+pilihan: int
+pilihanStore: int
+pilihanPlace: int
+pilihanOpsi: int
+ulang: int
+counter: int
+stamina: int
+kecepatan: int
+koin: int
+beli: int
+main(String[] args): void
menu
+menuUtama(): void
+menuBeraksi(): void
+menuToko(): void
+menuOpsi(): void
+gameOver(): void
partnerKu
+lamaMencuri: int
+getlamaMencuri(): int
+setlamaMencuri(): void
+showPartner(): void
ICostum
+hargaa: int
+menuCostum(): void
+getHarga(): int
toko
Level
+stamina: int
+kecepatan: int
+koin: int
+total: int
+hasil_curian(): int
+getKecepatan(): int
+getStamina(): int
+getKoin(): int
+setKoin(): void
+setStamina(): void
+setKecepatan(): void
+showLevel(): void
Opsi
+information(): void
IAbility
+hargaa: int
+menuAbility(): void
+getHarga(): int
IUtibility
+hargaa: int
+menuUtibility(): void
+getJarga(): int
tutorial
+information(): void
Informasi
+information(): void