```
ApoBot           [TOTAL: 48, USED: 34] & [CALL:221, EXTEND: 20, IMPLEMENT: 15]
ApoCommando      [TOTAL: 72, USED: 54] & [CALL:442, EXTEND: 35, IMPLEMENT:  4]
ApoIcarus        [TOTAL: 59, USED: 44] & [CALL:366, EXTEND: 30, IMPLEMENT:  4]
ApoIcejump       [TOTAL: 76, USED: 56] & [CALL:405, EXTEND: 39, IMPLEMENT: 15]
ApoImp           [TOTAL: 59, USED: 33] & [CALL:304, EXTEND: 19, IMPLEMENT:  3]
ApoMarc          [TOTAL: 60, USED: 34] & [CALL:331, EXTEND: 26, IMPLEMENT:  4]
ApoMario         [TOTAL:109, USED: 92] & [CALL:752, EXTEND: 65, IMPLEMENT: 16]
ApoNotSoSimple   [TOTAL: 57, USED: 39] & [CALL:375, EXTEND: 23, IMPLEMENT:  4]
ApoPongBeat      [TOTAL: 84, USED: 62] & [CALL:368, EXTEND: 25, IMPLEMENT:  9]
ApoRelax         [TOTAL: 56, USED: 37] & [CALL:373, EXTEND: 21, IMPLEMENT:  4]
ApoSimple        [TOTAL:112, USED: 95] & [CALL:736, EXTEND: 57, IMPLEMENT:  4]
ApoSimpleSudoku  [TOTAL: 43, USED: 33] & [CALL:300, EXTEND: 19, IMPLEMENT:  4]
ApoSkunkman      [TOTAL: 76, USED: 58] & [CALL:381, EXTEND: 32, IMPLEMENT:  4]
ApoSlitherLink   [TOTAL: 62, USED: 39] & [CALL:330, EXTEND: 25, IMPLEMENT: 15]
ApoSnake         [TOTAL: 58, USED: 33] & [CALL:302, EXTEND: 20, IMPLEMENT:  4]
ApoSoccer        [TOTAL: 77, USED: 58] & [CALL:414, EXTEND: 28, IMPLEMENT: 17]
ApoStarz         [TOTAL: 49, USED: 35] & [CALL:259, EXTEND: 22, IMPLEMENT: 16]


ApoBot           [TOTAL: 48, USED: 34] & [CALL:221, EXTEND: 20, IMPLEMENT: 15]
         # main class list
                   -> apoBot.ApoBotMain
                   -> org.apogames.ApoStart
         # non-used class list
                   -> apoBot.ApoBotApplet
                   -> org.apogames.ApoApplet
                   -> org.apogames.ApoAppletBufferedStrategy
                   -> org.apogames.ApoComponent
                   -> org.apogames.ApoMain
                   -> org.apogames.ApoNewThread
                   -> org.apogames.ApoTimer
                   -> org.apogames.entity.ApoButtonText
                   -> org.apogames.entity.ApoDragObject
                   -> org.apogames.help.ApoClassLoader
                   -> org.apogames.help.ApoCopy
                   -> org.apogames.help.ApoFileNameFilter
                   -> org.apogames.help.ApoInterface
                   -> org.apogames.sound.ApoSounds
ApoCommando      [TOTAL: 72, USED: 54] & [CALL:442, EXTEND: 35, IMPLEMENT:  4]
         # main class list
                   -> apoCommando.ApoMarioMain
         # non-used class list
                   -> apoCommando.ApoMarioApplet
                   -> org.apogames.ApoIO
                   -> org.apogames.entity.ApoButtonText
                   -> org.apogames.entity.ApoDragObject
                   -> org.apogames.entity.ApoNewTextfield
                   -> org.apogames.entity.ApoTextField
                   -> org.apogames.help.ApoClassLoader
                   -> org.apogames.help.ApoCopy
                   -> org.apogames.help.ApoFileFilter
                   -> org.apogames.help.ApoFileNameFilter
                   -> org.apogames.help.ApoInterface
                   -> org.apogames.help.ApoSplashPainter
                   -> org.apogames.help.ApoSplashScreen
                   -> org.apogames.sound.ApoMidi
                   -> org.apogames.sound.ApoMidiPlayer
                   -> org.apogames.sound.ApoSoundThread
                   -> org.apogames.sound.ApoSounds
                   -> org.apogames.sound.AudioPlayer
ApoIcarus        [TOTAL: 59, USED: 44] & [CALL:366, EXTEND: 30, IMPLEMENT:  4]
         # main class list
                   -> apoJump.ApoJumpMain
         # non-used class list
                   -> apoJump.ApoJumpApplet
                   -> org.apogames.ApoIO
                   -> org.apogames.entity.ApoButtonText
                   -> org.apogames.entity.ApoDragObject
                   -> org.apogames.entity.ApoTextField
                   -> org.apogames.help.ApoClassLoader
                   -> org.apogames.help.ApoCopy
                   -> org.apogames.help.ApoFileFilter
                   -> org.apogames.help.ApoFileNameFilter
                   -> org.apogames.help.ApoInterface
                   -> org.apogames.help.ApoSplashPainter
                   -> org.apogames.help.ApoSplashScreen
                   -> org.apogames.image.ApoImageScale
                   -> org.apogames.image.ApoRawScale2x
                   -> org.apogames.image.ApoRawScale3x
ApoIcejump       [TOTAL: 76, USED: 56] & [CALL:405, EXTEND: 39, IMPLEMENT: 15]
         # main class list
                   -> apoIcejump.ApoIcejumpMain
                   -> apoIcejump.game.ApoIcejumpNetwork
                   -> org.apogames.ApoStart
         # non-used class list
                   -> apoIcejump.ApoIcejumpApplet
                   -> org.apogames.ApoApplet
                   -> org.apogames.ApoAppletBufferedStrategy
                   -> org.apogames.ApoComponent
                   -> org.apogames.ApoIO
                   -> org.apogames.ApoMain
                   -> org.apogames.ApoNewThread
                   -> org.apogames.ApoTimer
                   -> org.apogames.entity.ApoButtonText
                   -> org.apogames.entity.ApoDragObject
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                             -> org.apogames.entity.ApoTextField
                             -> org.apogames.help.ApoClassLoader
                             -> org.apogames.help.ApoCopy
                             -> org.apogames.help.ApoFileNameFilter
                             -> org.apogames.help.ApoInterface
                             -> org.apogames.image.ApoImageScale
                             -> org.apogames.image.ApoRawScale2x
                             -> org.apogames.image.ApoRawScale3x
                             -> org.apogames.sound.ApoMidi
                             -> org.apogames.sound.ApoMidiPlayer
ApoImp           [TOTAL: 59, USED: 33] & [CALL:304, EXTEND: 19, IMPLEMENT:  3]
          # main class list
                             -> apoImp.ApoImpMain
          # non-used class list
                             -> apoImp.ApoImpApplet
                             -> apoImp.game.background.ApoImpEntity
                             -> org.apogames.ApoIO
                             -> org.apogames.entity.ApoButtonText
                             -> org.apogames.entity.ApoButtonWithImageAndText
                             -> org.apogames.entity.ApoDragObject
                             -> org.apogames.entity.ApoNewTextfield
                             -> org.apogames.entity.ApoTextField
                             -> org.apogames.help.ApoClassLoader
                             -> org.apogames.help.ApoCopy
                             -> org.apogames.help.ApoFileNameFilter
                             -> org.apogames.help.ApoGameCounter
                             -> org.apogames.help.ApoHighscore
                             -> org.apogames.help.ApoInterface
                             -> org.apogames.help.ApoSplashPainter
                             -> org.apogames.help.ApoSplashScreen
                             -> org.apogames.image.ApoImageScale
                             -> org.apogames.image.ApoRawScale2x
                             -> org.apogames.image.ApoRawScale3x
                             -> org.apogames.sound.ApoMP3Sound
                             -> org.apogames.sound.ApoMP3SoundHandler
                             -> org.apogames.sound.ApoMidi
                             -> org.apogames.sound.ApoMidiPlayer
                             -> org.apogames.sound.ApoSoundThread
                             -> org.apogames.sound.ApoSounds
                             -> org.apogames.sound.AudioPlayer
ApoMarc          [TOTAL: 60, USED: 34] & [CALL:331, EXTEND: 26, IMPLEMENT:  4]
          # main class list
                             -> apoMarc.ApoMarcMain
          # non-used class list
                             -> apoMarc.ApoLibraryGame
                             -> apoMarc.ApoMarcApplet
                             -> org.apogames.ApoIO
                             -> org.apogames.entity.ApoAnimation
                             -> org.apogames.entity.ApoButtonText
                             -> org.apogames.entity.ApoDragObject
                             -> org.apogames.entity.ApoNewTextfield
                             -> org.apogames.entity.ApoTextField
                             -> org.apogames.help.ApoClassLoader
                             -> org.apogames.help.ApoCopy
                             -> org.apogames.help.ApoFileFilter
                             -> org.apogames.help.ApoFileNameFilter
                             -> org.apogames.help.ApoHighscore
                             -> org.apogames.help.ApoInterface
                             -> org.apogames.help.ApoSplashPainter
                             -> org.apogames.help.ApoSplashScreen
                             -> org.apogames.image.ApoImageScale
                             -> org.apogames.image.ApoRawScale2x
                             -> org.apogames.image.ApoRawScale3x
                             -> org.apogames.sound.ApoMP3Sound
                             -> org.apogames.sound.ApoMidi
                             -> org.apogames.sound.ApoMidiPlayer
                             -> org.apogames.sound.ApoSoundThread
                             -> org.apogames.sound.ApoSounds
                             -> org.apogames.sound.AudioPlayer
                             -> org.apogames.subgame.ApoGamePanel
ApoMario         [TOTAL:109, USED: 92] & [CALL:752, EXTEND: 65, IMPLEMENT: 16]
          # main class list
                             -> apoMario.ApoMarioMain
                             -> apoMario.game.ApoMarioSearch
                             -> apoMario.analysis.ApoMarioAnalysis
          # non-used class list
                             -> apoMario.ApoMarioApplet
                             -> apoMario.level.ApoMarioLevel0
                             -> org.apogames.ApoApplet
                             -> org.apogames.ApoAppletBufferedStrategy
                             -> org.apogames.ApoComponent
                             -> org.apogames.ApoMain
                             -> org.apogames.ApoNewThread
                             -> org.apogames.ApoTimer
                             -> org.apogames.entity.ApoButtonText
                             -> org.apogames.entity.ApoDragObject
                             -> org.apogames.entity.ApoTextField
                             -> org.apogames.help.ApoClassLoader
                             -> org.apogames.help.ApoCopy
                             -> org.apogames.help.ApoFileNameFilter
                             -> org.apogames.help.ApoInterface
                             -> org.apogames.sound.ApoMidi
                             -> org.apogames.sound.ApoMidiPlayer
ApoNotSoSimple   [TOTAL: 57, USED: 39] & [CALL:375, EXTEND: 23, IMPLEMENT:  4]
          # main class list
                             -> apoNotSoSimple.ApoNotSoSimpleMain
          # non-used class list
                             -> apoNotSoSimple.ApoNotSoSimpleApplet
                             -> org.apogames.ApoIO
                             -> org.apogames.entity.ApoAnimation
```

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                             -> org.apogames.entity.ApoButtonText
                             -> org.apogames.entity.ApoDragObject
                             -> org.apogames.entity.ApoTextField
                             -> org.apogames.help.ApoClassLoader
                             -> org.apogames.help.ApoCopy
                             -> org.apogames.help.ApoFileNameFilter
                             -> org.apogames.help.ApoInterface
                             -> org.apogames.help.ApoSplashPainter
                             -> org.apogames.help.ApoSplashScreen
                             -> org.apogames.image.ApoImageScale
                             -> org.apogames.image.ApoRawScale2x
                             -> org.apogames.image.ApoRawScale3x
                             -> org.apogames.sound.ApoSoundThread
                             -> org.apogames.sound.ApoSounds
                             -> org.apogames.sound.AudioPlayer
ApoPongBeat        [TOTAL: 84, USED: 62] & [CALL:368, EXTEND: 25, IMPLEMENT:  9]
           # main class list
                             -> apoPongBeat.ApoPongBeatMain
                             -> org.apogames.network.ClientImpl
                             -> org.apogames.network.ServerImpl
           # non-used class list
                             -> apoPongBeat.ApoPongBeatApplet
                             -> org.apogames.ApoIO
                             -> org.apogames.entity.ApoAnimation
                             -> org.apogames.entity.ApoButtonText
                             -> org.apogames.entity.ApoDragObject
                             -> org.apogames.entity.ApoNewTextfield
                             -> org.apogames.entity.ApoTextField
                             -> org.apogames.help.ApoClassLoader
                             -> org.apogames.help.ApoCopy
                             -> org.apogames.help.ApoFileNameFilter
                             -> org.apogames.help.ApoHighscore
                             -> org.apogames.help.ApoInterface
                             -> org.apogames.help.ApoSplashPainter
                             -> org.apogames.help.ApoSplashScreen
                             -> org.apogames.image.ApoImageScale
                             -> org.apogames.image.ApoRawScale2x
                             -> org.apogames.image.ApoRawScale3x
                             -> org.apogames.network.BrowserThread
                             -> org.apogames.network.DataChangeListener
                             -> org.apogames.network.ServerBrowser
                             -> org.apogames.sound.ApoMP3Sound
                             -> org.apogames.sound.ApoMP3SoundHandler
ApoRelax           [TOTAL: 56, USED: 37] & [CALL:373, EXTEND: 21, IMPLEMENT:  4]
           # main class list
                             -> apoRelax.ApoRelaxMain
           # non-used class list
                             -> apoRelax.ApoRelaxApplet
                             -> org.apogames.ApoIO
                             -> org.apogames.entity.ApoAnimation
                             -> org.apogames.entity.ApoButtonText
                             -> org.apogames.entity.ApoDragObject
                             -> org.apogames.entity.ApoTextField
                             -> org.apogames.help.ApoClassLoader
                             -> org.apogames.help.ApoCopy
                             -> org.apogames.help.ApoFileNameFilter
                             -> org.apogames.help.ApoHighscore
                             -> org.apogames.help.ApoInterface
                             -> org.apogames.help.ApoSplashPainter
                             -> org.apogames.help.ApoSplashScreen
                             -> org.apogames.image.ApoImageScale
                             -> org.apogames.image.ApoRawScale2x
                             -> org.apogames.image.ApoRawScale3x
                             -> org.apogames.sound.ApoSoundThread
                             -> org.apogames.sound.ApoSounds
                             -> org.apogames.sound.AudioPlayer
ApoSimple          [TOTAL:112, USED: 95] & [CALL:736, EXTEND: 57, IMPLEMENT:  4]
           # main class list
                             -> apoSimple.ApoSimpleMain
                             -> apoSimple.game.level.ApoSimpleLevelSolution
           # non-used class list
                             -> apoSimple.ApoSimpleApplet
                             -> apoSimple.game.ApoSimpleHighscoreHelp
                             -> org.apogames.entity.ApoAnimation
                             -> org.apogames.entity.ApoButtonText
                             -> org.apogames.entity.ApoDragObject
                             -> org.apogames.entity.ApoTextField
                             -> org.apogames.help.ApoClassLoader
                             -> org.apogames.help.ApoCopy
                             -> org.apogames.help.ApoFileNameFilter
                             -> org.apogames.help.ApoInterface
                             -> org.apogames.help.ApoSplashPainter
                             -> org.apogames.help.ApoSplashScreen
                             -> org.apogames.image.ApoImageScale
                             -> org.apogames.image.ApoRawScale2x
                             -> org.apogames.image.ApoRawScale3x
                             -> org.apogames.sound.ApoMidi
                             -> org.apogames.sound.ApoMidiPlayer
ApoSimpleSudoku    [TOTAL: 43, USED: 33] & [CALL:300, EXTEND: 19, IMPLEMENT:  4]
           # main class list
                             -> apoSimpleSudoku.ApoSimpleSudokuMain
           # non-used class list
                             -> apoSimpleSudoku.ApoSimpleSudokuApplet
                             -> org.apogames.ApoIO
                             -> org.apogames.entity.ApoAnimation
                             -> org.apogames.entity.ApoButtonText
                             -> org.apogames.entity.ApoDragObject
                             -> org.apogames.entity.ApoTextField
                             -> org.apogames.help.ApoClassLoader
                             -> org.apogames.help.ApoFileNameFilter
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                        -> org.apogames.help.ApoSplashPainter
                        -> org.apogames.help.ApoSplashScreen
ApoSkunkman        [TOTAL: 76, USED: 58] & [CALL:381, EXTEND: 32, IMPLEMENT:  4]
           # main class list
                        -> apoSkunkman.ApoSkunkmanMain
                        -> apoSkunkman.level.ApoSkunkmanLevelGenerator
           # non-used class list
                        -> apoSkunkman.ApoSkunkmanApplet
                        -> apoSkunkman.entity.ApoSkunkmanFire
                        -> apoSkunkman.entity.ApoSkunkmanStone
                        -> apoSkunkman.level.generators.ApoSkunkmanLevelDeadEnd
                        -> apoSkunkman.level.generators.ApoSkunkmanLevelDeep
                        -> apoSkunkman.level.generators.ApoSkunkmanLevelEasy
                        -> apoSkunkman.level.generators.ApoSkunkmanLevelLittle
                        -> apoSkunkman.level.generators.ApoSkunkmanLevelPrim
                        -> apoSkunkman.level.generators.ApoSkunkmanLevelStandard
                        -> apoSkunkman.level.generators.ApoSkunkmanLevelStandardSecond
                        -> apoSkunkman.level.generators.ApoSkunkmanLevelStandardThird
                        -> org.apogames.entity.ApoButtonText
                        -> org.apogames.entity.ApoDragObject
                        -> org.apogames.entity.ApoTextField
                        -> org.apogames.help.ApoClassLoader
                        -> org.apogames.help.ApoFileNameFilter
                        -> org.apogames.help.ApoSplashPainter
                        -> org.apogames.help.ApoSplashScreen
ApoSlitherLink     [TOTAL: 62, USED: 39] & [CALL:330, EXTEND: 25, IMPLEMENT: 15]
           # main class list
                        -> apoSlitherLink.ApoSlitherLinkMain
                        -> org.apogames.ApoStart
           # non-used class list
                        -> apoSlitherLink.ApoSlitherLinkApplet
                        -> apoSlitherLink.level.ApoSlitherLinkBlink
                        -> org.apogames.ApoApplet
                        -> org.apogames.ApoAppletBufferedStrategy
                        -> org.apogames.ApoComponent
                        -> org.apogames.ApoMain
                        -> org.apogames.ApoNewThread
                        -> org.apogames.ApoTimer
                        -> org.apogames.entity.ApoAnimation
                        -> org.apogames.entity.ApoButtonText
                        -> org.apogames.entity.ApoDragObject
                        -> org.apogames.entity.ApoTextField
                        -> org.apogames.help.ApoClassLoader
                        -> org.apogames.help.ApoCopy
                        -> org.apogames.help.ApoFileNameFilter
                        -> org.apogames.help.ApoFloatPoint
                        -> org.apogames.help.ApoHelp
                        -> org.apogames.help.ApoInterface
                        -> org.apogames.image.ApoImageScale
                        -> org.apogames.image.ApoRawScale2x
                        -> org.apogames.image.ApoRawScale3x
                        -> org.apogames.sound.ApoMidi
                        -> org.apogames.sound.ApoMidiPlayer
ApoSnake           [TOTAL: 58, USED: 33] & [CALL:302, EXTEND: 20, IMPLEMENT:  4]
           # main class list
                        -> apoSnake.ApoSnakeMain
           # non-used class list
                        -> apoSnake.ApoSnakeApplet
                        -> org.apogames.entity.ApoAnimation
                        -> org.apogames.entity.ApoButtonText
                        -> org.apogames.entity.ApoButtonWithImageAndText
                        -> org.apogames.entity.ApoDragObject
                        -> org.apogames.entity.ApoNewTextfield
                        -> org.apogames.entity.ApoTextField
                        -> org.apogames.help.ApoClassLoader
                        -> org.apogames.help.ApoCopy
                        -> org.apogames.help.ApoFileNameFilter
                        -> org.apogames.help.ApoGameCounter
                        -> org.apogames.help.ApoHighscore
                        -> org.apogames.help.ApoInterface
                        -> org.apogames.help.ApoSplashPainter
                        -> org.apogames.help.ApoSplashScreen
                        -> org.apogames.image.ApoImageScale
                        -> org.apogames.image.ApoRawScale2x
                        -> org.apogames.image.ApoRawScale3x
                        -> org.apogames.sound.ApoMP3Sound
                        -> org.apogames.sound.ApoMP3SoundHandler
                        -> org.apogames.sound.ApoMidi
                        -> org.apogames.sound.ApoMidiPlayer
                        -> org.apogames.sound.ApoSoundThread
                        -> org.apogames.sound.ApoSounds
                        -> org.apogames.sound.AudioPlayer
ApoSoccer          [TOTAL: 77, USED: 58] & [CALL:414, EXTEND: 28, IMPLEMENT: 17]
           # main class list
                        -> apoSoccer.analysis.ApoSoccerAnalysisFrame
                        -> apoSoccer.ApoSoccerMain
                        -> org.apogames.ApoStart
           # non-used class list
                        -> TestPlayer
                        -> apoSoccer.ApoSoccerApplet
                        -> org.apogames.ApoApplet
                        -> org.apogames.ApoAppletBufferedStrategy
                        -> org.apogames.ApoComponent
                        -> org.apogames.ApoIO
                        -> org.apogames.ApoMain
                        -> org.apogames.ApoNewThread
                        -> org.apogames.ApoTimer
                        -> org.apogames.entity.ApoButtonText
                        -> org.apogames.entity.ApoDragObject
                        -> org.apogames.help.ApoClassLoader
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                        -> org.apogames.help.ApoCopy
                        -> org.apogames.help.ApoFileNameFilter
                        -> org.apogames.help.ApoInterface
                        -> org.apogames.image.ApoImageScale
                        -> org.apogames.image.ApoRawScale2x
                        -> org.apogames.image.ApoRawScale3x
                        -> org.apogames.sound.ApoSounds
ApoStarz          [TOTAL: 49, USED: 35] & [CALL:259, EXTEND: 22, IMPLEMENT: 16]
          # main class list
                        -> apoStarz.solver.ApoStarzSolver
                        -> apoStarz.ApoStarzMain
                        -> org.apogames.ApoStart
          # non-used class list
                        -> org.apogames.ApoComponentBufferedStrategy
                        -> org.apogames.ApoMainBufferedStrategy
                        -> org.apogames.ApoTimer
                        -> org.apogames.entity.ApoButtonText
                        -> org.apogames.entity.ApoDragObject
                        -> org.apogames.help.ApoClassLoader
                        -> org.apogames.help.ApoCopy
                        -> org.apogames.help.ApoFileNameFilter
                        -> org.apogames.help.ApoFloatPoint
                        -> org.apogames.help.ApoHelp
                        -> org.apogames.image.ApoImageScale
                        -> org.apogames.image.ApoRawScale2x
                        -> org.apogames.image.ApoRawScale3x
                        -> org.apogames.sound.ApoSounds




*org.apogames.ApoApplet                          6
 org.apogames.ApoAppletBufferedStrategy          5
*org.apogames.ApoCanvas                          7
*org.apogames.ApoComponent                       6
*org.apogames.ApoComponentBufferedStrategy       6
*org.apogames.ApoConstants                      17
*org.apogames.ApoDisplayConfiguration           11
*org.apogames.ApoIO                             17
*org.apogames.ApoLibraryGame                    11
*org.apogames.ApoMain                            6
*org.apogames.ApoMainBufferedStrategy            6
 org.apogames.ApoNewThread                       5
*org.apogames.ApoScreen                         11
*org.apogames.ApoStart                           5
*org.apogames.ApoSubGame                        11
*org.apogames.ApoThread                          6
*org.apogames.ApoThreadInterface                 3
 org.apogames.ApoTimer                           6
*org.apogames.ApoTimerInterface                  3
*org.apogames.entity.ApoAnimation              17
*org.apogames.entity.ApoButton                 17
 org.apogames.entity.ApoButtonText             17
*org.apogames.entity.ApoButtonWithImageAndText  3
 org.apogames.entity.ApoDragObject             17
*org.apogames.entity.ApoEntity                 17
*org.apogames.entity.ApoNewTextfield            9
 org.apogames.entity.ApoTextField              14
 org.apogames.help.ApoClassLoader              17
 org.apogames.help.ApoCopy                     15
*org.apogames.help.ApoFileFilter               17
 org.apogames.help.ApoFileNameFilter           17
*org.apogames.help.ApoFloatPoint               17
*org.apogames.help.ApoGameCounter               3
*org.apogames.help.ApoHelp                     17
*org.apogames.help.ApoHighscore                 9
*org.apogames.help.ApoInterface                15
*org.apogames.help.ApoSplashPainter            17
*org.apogames.help.ApoSplashScreen             17
*org.apogames.image.ApoImage                   15
*org.apogames.image.ApoImageFromValue          15
*org.apogames.image.ApoImageScale              15
*org.apogames.image.ApoRawScale2x              15
*org.apogames.image.ApoRawScale3x              15
*org.apogames.images.ApoImage                   2
*org.apogames.images.ApoImageFromValue          2
*org.apogames.input.ApoKeyboard                11
*org.apogames.input.ApoMouse                   11
*org.apogames.sound.ApoMP3Sound                 7
*org.apogames.sound.ApoMP3SoundHandler          6
 org.apogames.sound.ApoMidi                     8
 org.apogames.sound.ApoMidiPlayer               8
*org.apogames.sound.ApoSoundThread             11
*org.apogames.sound.ApoSounds                  14
*org.apogames.sound.AudioPlayer                11
###############################################
=> Products: 17
=> Total:625, Use:578, Clone: 54, Reuse: 43
###############################################
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```
Call Relation
org.apogames.ApoApplet                          | 6 0 6 0 6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoCanvas                          | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoComponent                       | 0 0 0 6 0 0 0 0 0 0 0 0 6 0 0 0 6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoComponentBufferedStrategy       | 0 0 0 6 0 0 0 0 0 0 0 0 6 0 0 0 6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoConstants                       | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoDisplayConfiguration            | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoIO                              | 0 0 0 0 17 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoLibraryGame                     | 0 0 0 0 0 0 0 11 0 0 11 0 11 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoMain                            | 0 0 6 0 0 0 0 0 6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoMainBufferedStrategy            | 0 0 0 6 0 0 0 0 0 6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoScreen                          | 0 7 0 0 11 11 0 0 0 0 11 0 11 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 11 11 0 0 0
org.apogames.ApoStart                           | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoSubGame                         | 0 0 0 0 8 0 0 0 0 0 11 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 11 11 0 0 0
org.apogames.ApoThread                          | 0 0 0 0 0 0 0 0 0 0 0 0 0 3 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoThreadInterface                 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoTimerInterface                  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoAnimation                | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoButton                   | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoButtonWithImageAndText   | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoEntity                   | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 17 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoNewTextfield             | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoFileFilter                 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoFloatPoint                 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoGameCounter                | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoHelp                       | 0 0 0 0 3 0 0 0 0 0 0 0 0 0 0 0 0 0 9 0 17 0 9 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoHighscore                  | 0 0 0 0 9 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 9 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoInterface                  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoSplashPainter              | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoSplashScreen               | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 17 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoImage                     | 0 0 0 0 14 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoImageFromValue            | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 15 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoImageScale                | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 15 15 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoRawScale2x                | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoRawScale3x                | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.images.ApoImage                    | 0 0 0 0 2 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.images.ApoImageFromValue           | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 2 0 0 0 0 0 0 0 0 0
org.apogames.input.ApoKeyboard                  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.input.ApoMouse                     | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.sound.ApoMP3Sound                  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.sound.ApoMP3SoundHandler           | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 6 0 0 0
org.apogames.sound.ApoSoundThread               | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.sound.ApoSounds                    | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 11
org.apogames.sound.AudioPlayer                  | 0 0 0 0 8 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 11 0 3


Extend Relation
org.apogames.ApoApplet                          | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoCanvas                          | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoComponent                       | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoComponentBufferedStrategy       | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoConstants                       | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoDisplayConfiguration            | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoIO                              | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoLibraryGame                     | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoMain                            | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoMainBufferedStrategy            | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoScreen                          | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoStart                           | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoSubGame                         | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoThread                          | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoThreadInterface                 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoTimerInterface                  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoAnimation                | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 17 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoButton                   | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 17 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoButtonWithImageAndText   | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoEntity                   | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoNewTextfield             | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 9 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoFileFilter                 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoFloatPoint                 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoGameCounter                | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoHelp                       | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoHighscore                  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoInterface                  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoSplashPainter              | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoSplashScreen               | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoImage                     | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoImageFromValue            | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoImageScale                | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoRawScale2x                | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoRawScale3x                | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.images.ApoImage                    | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.images.ApoImageFromValue           | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.input.ApoKeyboard                  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.input.ApoMouse                     | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.sound.ApoMP3Sound                  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.sound.ApoMP3SoundHandler           | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.sound.ApoSoundThread               | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.sound.ApoSounds                    | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.sound.AudioPlayer                  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
```

Implement Relation
```
org.apogames.ApoApplet                         | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoCanvas                         | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoComponent                      | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 3 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoComponentBufferedStrategy      | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 3 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoConstants                      | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoDisplayConfiguration           | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoIO                             | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoLibraryGame                    | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoMain                           | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoMainBufferedStrategy           | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoScreen                         | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoStart                          | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoSubGame                        | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoThread                         | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoThreadInterface                | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.ApoTimerInterface                 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoAnimation               | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoButton                  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoButtonWithImageAndText  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoEntity                  | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.entity.ApoNewTextfield            | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoFileFilter                | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoFloatPoint                | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoGameCounter               | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoHelp                      | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoHighscore                 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoInterface                 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoSplashPainter             | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.help.ApoSplashScreen              | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoImage                    | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoImageFromValue           | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoImageScale               | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoRawScale2x               | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.image.ApoRawScale3x               | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.images.ApoImage                   | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.images.ApoImageFromValue          | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.input.ApoKeyboard                 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.input.ApoMouse                    | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.sound.ApoMP3Sound                 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.sound.ApoMP3SoundHandler          | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.sound.ApoSoundThread              | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.sound.ApoSounds                   | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
org.apogames.sound.AudioPlayer                 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
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Boundary Classes
        in :
                org.apogames.sound.ApoSounds
                org.apogames.ApoScreen
                org.apogames.images.ApoImageFromValue
                org.apogames.entity.ApoButton
                org.apogames.ApoSubGame
                org.apogames.ApoMain
                org.apogames.ApoIO
                org.apogames.input.ApoMouse
                org.apogames.help.ApoFloatPoint
                org.apogames.help.ApoHighscore
                org.apogames.entity.ApoAnimation
                org.apogames.help.ApoHelp
                org.apogames.help.ApoInterface
                org.apogames.ApoComponentBufferedStrategy
                org.apogames.ApoConstants
                org.apogames.ApoMainBufferedStrategy
                org.apogames.entity.ApoButtonWithImageAndText
                org.apogames.image.ApoImageFromValue
                org.apogames.ApoLibraryGame
                org.apogames.ApoComponent
                org.apogames.sound.ApoMP3SoundHandler
                org.apogames.help.ApoFileFilter
                org.apogames.entity.ApoEntity
                org.apogames.image.ApoImage
                org.apogames.ApoDisplayConfiguration
                org.apogames.help.ApoGameCounter
                org.apogames.entity.ApoNewTextfield
                org.apogames.image.ApoImageScale
                org.apogames.ApoApplet
        out :
                org.apogames.ApoScreen
                org.apogames.ApoSubGame