

tennis01::SpiITennis
+main(String[] args): void

tennis01::Tennis
-navn: String -harBold: boolean -modstander: Tennis
+Tennis(String navn, boolean harBold, Tennis modstander): ctor +setModstander(Tennis tennis): void +run(): void +toString(): String +modtagBold(): void +setHarBold(boolean harBold): void

tennis01::Sleeper
+sleepInterruptable(double sekunder): double +sleep(double sekunder): double +nap(): double +sleepRandom(double sekunder): double +wait(Object obj): void