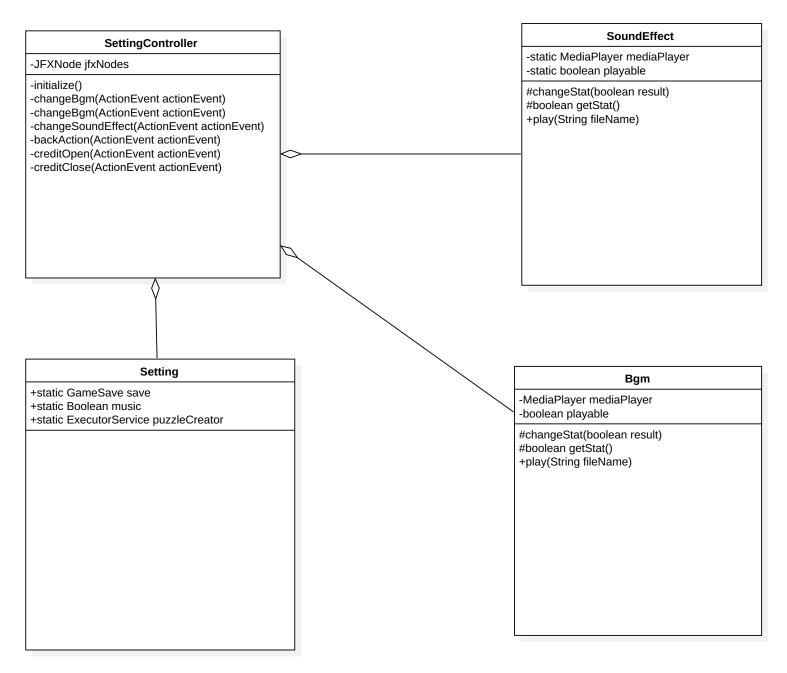
Model::Main

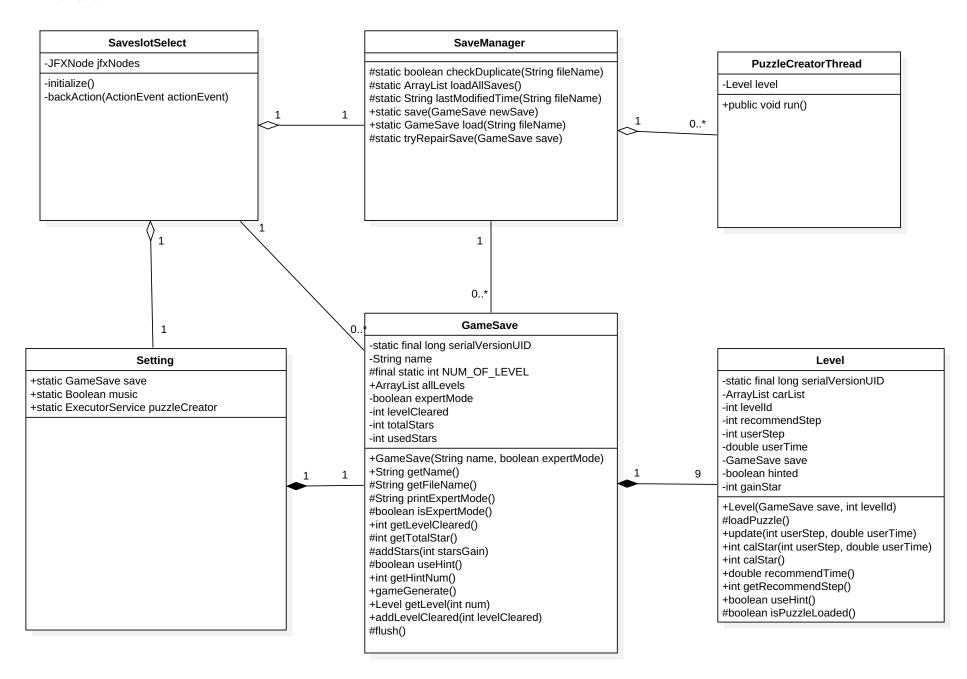
## Main

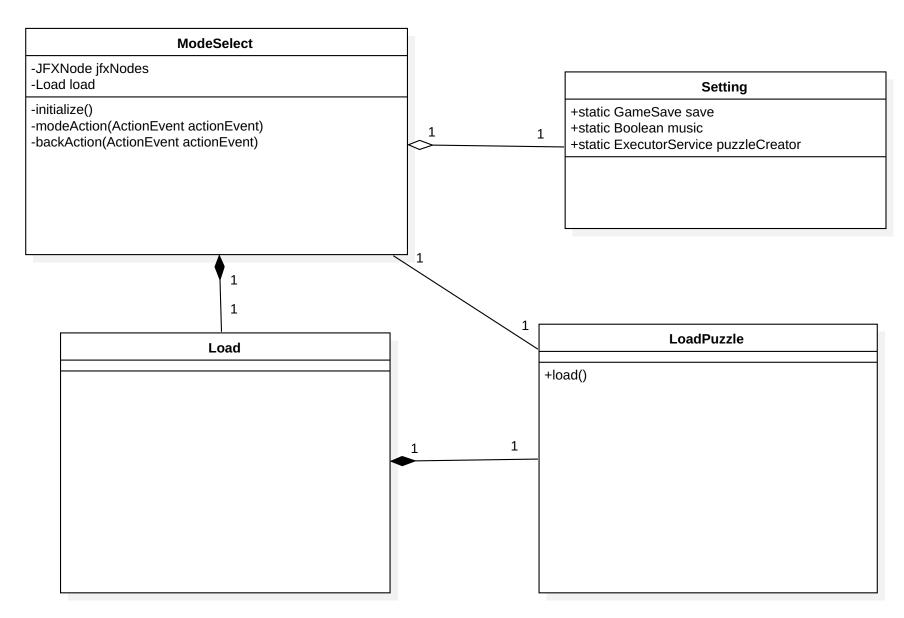
- -Stage window
- +main(String[] args)
  +start(Stage primaryStage)
  -start(Stage primaryStage)
  -closeApp()

## Controllers

- -JFXNode jfxNodes
- -newGameAction(ActionEvent actionEvent)
- -continueAction(ActionEvent actionEvent)
- -settingAction(ActionEvent actionEvent)
- -quitAction(ActionEvent actionEvent)

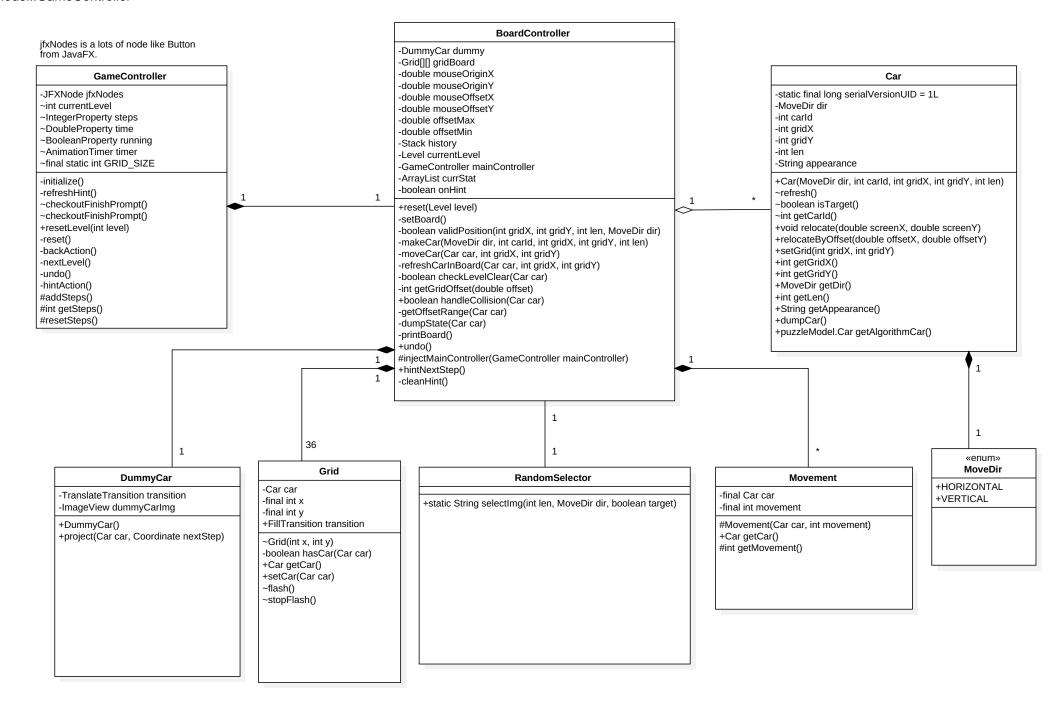






## LevelSelect

- -JFXNode jfxNodes
- -initialize()
- -levelLock()
- -levelAction(ActionEvent actionEvent)
- -backAction(ActionEvent actionEvent)



## Model::puzzleModel

