Actor

Grid

Direction

Location

Color

Actor()

getColor()

setColor(Color)

getDirection()

setDirection(int)

getGrid()

getLocation()

putSelfInGrid(Grid,Location)

removeSelfFromGrid()

act()

World

Box

color

Box()

Box(Color)

act()

SlotMachine

jackpot

coinCount

score

difficulty

SlotMachine()

SlotMachine(int, int, int, int)

NumberBox

numValue

value

NumberBox(int, int)

work()

getValue()

getNumValue()

addValue()

getImageSuffix()

CoinAmountBox

coinCount

CoinAmountBox(int)

getText()

subtractCoin()

add(int)

GUIController

INDEFINITE

FIXED\_STEPS

PROMPT\_STEPS

MIN\_DELAY\_MSECS

MAX\_DELAY\_MSECS

INITIAL\_DELAY

timer

stepButton

runButton

stopButton

controlPanel

display

parentFrame

numStepsToRun

numStepsSoFar

Resources

displayMap

running

occupantClasses

GUIController(WorldFrame, GridPanel, DisplayMap, ResourceBundle)

step()

addOccupant(T)

run()

stop

isRunning()

makeControls()

controlPanel()

locationClicked()

editLocation()

deleteLocation()

PlayBox

pushable

jackpot

coinCount

score

win

frame

PlayBox(int, int, int, JFrame)

getPushable()

act()

getCoinCount()

setCoinCount(int)

getScore()

setScore(int)

getJackpot()

setJackpot(int)

addScore(add)

addCoin(add)

ScoreAmountBox

score

ScoreAmountBox(int)

getText()

add(int)

CoinAmountBoxDisplay

CoinBox

insertable

CoinBox()

getInsertable()

act()

setInsertable(boolean)

ScoreAmountBoxDisplay

ScoreBoxDisplay

ScoreBox

getText()

PlaySlotMachine

SlotMachineWorld

SlotMachineWorld(int, int, int)

step()

ActorWorld

ActorWorld()

ActorWorld(Grid)

show()

step()

add(Location, Actor)

add(Actor)

remove(Location)

ReelBox

type

diffculty

ReelBox()

ReelBox(int, int)

ReelBox(int)

work()

getColor()

blur(int)

getImageSuffix()

LightBox

value

LightBox(int)

getColor

act()

getImageSuffix()

LetterBox

value

LetterBox(int)

getColor()

getImageSuffix()

CoinTextBoxDisplay

CoinTextBox

getText()