

<<interface>>  
**IGameLib**

+getName()  
+init()  
+stop()  
+applyEvent(key)  
+update()  
+refresh()  
+getScore()

<<interface>>  
**IGraphicLib**

+getName()  
+isOpen()  
+closeRenderer()  
+openRenderer(title)  
+clearWindow()  
+refreshWindow()  
+drawPixelBox(pixeBox)  
+drawText(text)  
+pollEvents()  
+getLastEvent()  
+clearEvents()  
+getScreenSize()  
+getMaxX()  
+getMaxY()

PixelBox

+size  
+pos  
+col

+getHeight()  
+setHeight(height)  
+getWidth()  
+setWidth(width)  
+getX()  
+setX(x)  
+getY()  
+setY(y)  
+getSize()  
+setSize(size)  
+getPos()  
+setPos(pos)  
+putPixel(pos, col)  
+getPixel()  
+putRect(pos, size, col)  
+getPixelArray()

TextBox

+text  
+pos  
+fontSize  
+color  
+backgroundColor

+getHeight()  
+setHeight(height)  
+getWidth()  
+setWidth(width)  
+getX()  
+setX(x)  
+getY()  
+setY(y)  
+getSize()  
+setSize(size)  
+getPos()  
+setPos(pos)  
+putPixel(pos, col)  
+getPixel()  
+putRect(pos, size, col)  
+getPixelArray()

Color

+red  
+green  
+blue  
+alpha

+setColor(r, g, b, a)  
+getRed()  
+getGreen()  
+getBlue()  
+getAlpha()  
+setRed(r)  
+setGreen(g)  
+setBlue(b)  
+setAlpha(a)  
+operator\*()  
+operator==(other)

Vect

+x  
+y

+setXY(x, y)  
+setX(x)  
+setY(y)  
+getX()  
+getY()  
+operator==(other)  
+operator+(other)  
+operator-(other)  
+operator\*(other)  
+operator/(other)  
+operator+=(other)  
+operator-=(other)  
+operator\*=(other)  
+operator/=(other)

<<enumeration>>  
**Keys**

A  
B  
C  
D  
E  
F  
G  
H  
I  
J  
K  
L  
M  
N  
O  
P  
Q  
R  
S  
T  
U  
V  
W  
X  
Y  
Z  
LEFT  
RIGHT  
UP  
DOWN  
ENTER  
SPACE  
DELETE  
BACKSPACE  
TAB  
ESC  
MOUSELEFT  
MOUSERIGHT

