

- sound: MediaPlayer
- upCards: ImageView[] = new ImageView[20]
- downCards: ImageView[] = new ImageView[20]
- setMediaPlayer(): void
- + U22Selected(ToggleButton animalToggleBtn, ToggleButton U22ToggleBtn): void
- + animalsSelected(ToggleButton animalToggleBtn, ToggleButton U22ToggleBtn): void
- + newGame(ImageView quitGameImg, ImageView inGameImg, ImageView startGameImg, Button startNewGameBtn, VBox setUpInterface, VBox restartBox, GridPane downCardGrid, GridPane upCardGrid, int[] cardNumber, String theme): void
- + restartGame(ImageView quitGameImg, ImageView inGameImg, StackPane cardGrid, VBox setUpInterface, GridPane downCardGrid, GridPane upCardGrid, int[] cardNumber, String theme): void
- setCards(GridPane upCardGrid, GridPane downCardGrid, int[] cardNumber, String theme): void
- setUpCardGrid(GridPane upCardGrid, int[] cardNumber, String theme): void
- getUpCards(int[] cardNumber, String theme): void
- setDownCardGrid(GridPane downCardGrid, String theme): void
- · setThemeImg(ImageView quitGameImg, ImageView inGameImg, String theme): void
- + soundOff(Button musicOffBtn, Button musicOnBtn): void
- + soundOn(Button musicOffBtn, Button musicOnBtn): void
- + setTimerText(String time, Label timer): void
- + winGame(StackPane cardGrid, VBox setUpInterface, Label score, String gameScore, VBox winBox, Label loseBox, Label scoreResult, HBox scoreBox, String gainScore): void
- + loseGame(StackPane cardGrid, VBox setUpInterface, Label score, String gameScore, VBox winBox, Label loseBox, HBox scoreBox): void
- + endGame(StackPane cardGrid, VBox setUpInterface, Label score, String gameScore, HBox scoreBox): void
- + closeCard(GridPane downCard, int Index): void
- + openCard(GridPane downCard, int Index): void
- + confirmQuitGame(StackPane confirmQuitBox): void
- + continueGame(VBox setUpInterFace, StackPane confirmQuitBox): void