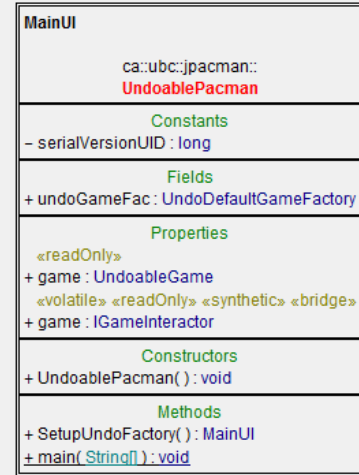
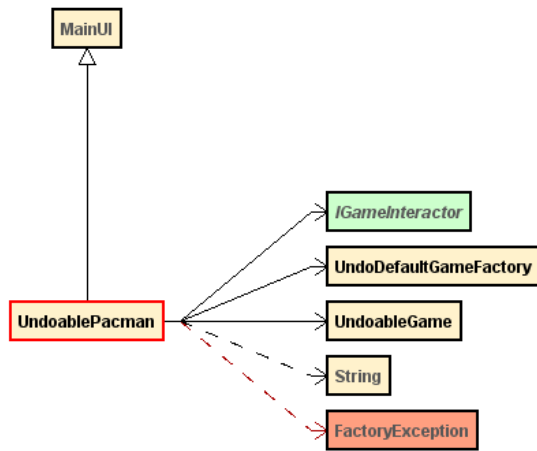
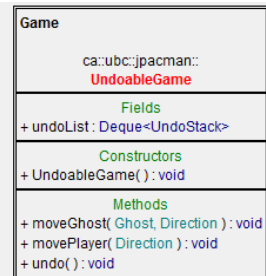
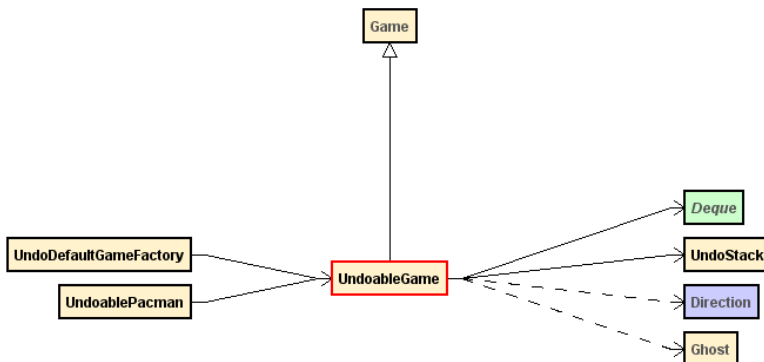


UML

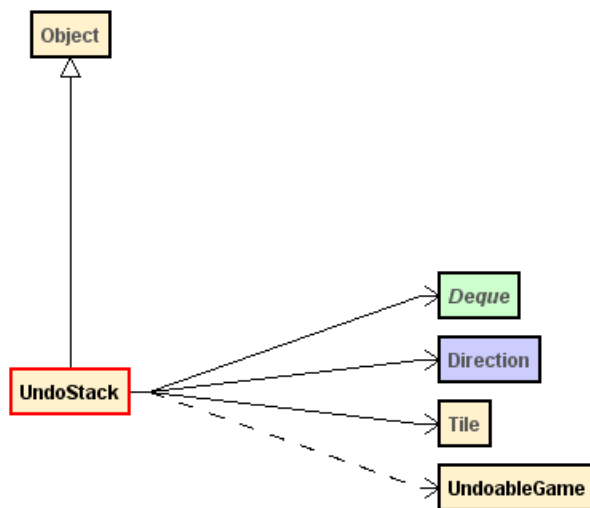
UndoablePacman



UndoableGame

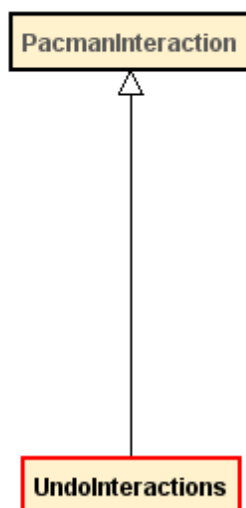


UndoStack



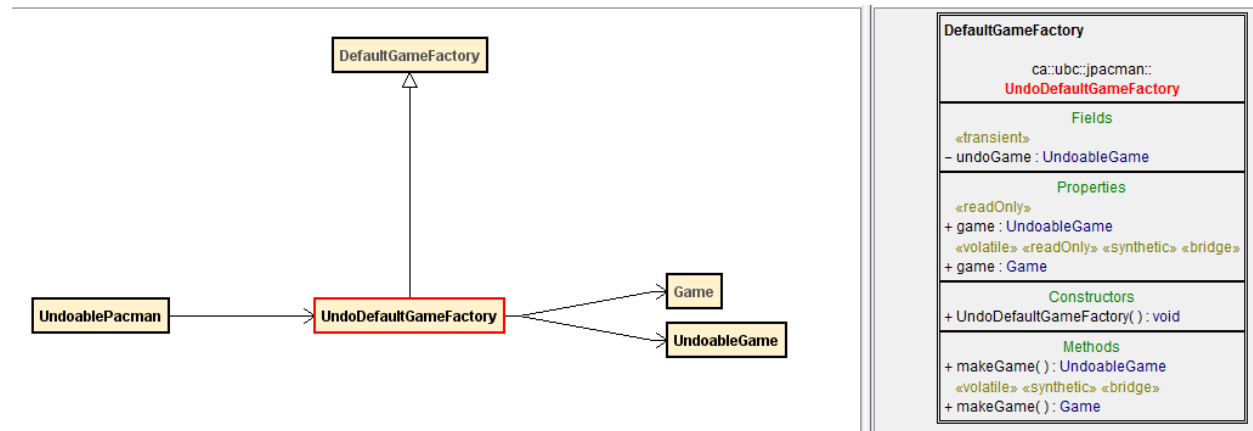
Object	
ca.ubc.jpacman:: UndoStack	
Fields	
~ curDir : Direction	
~ curPoints : int	
~ ghostPos : Deque<Tile>	
~ pacmanPos : Tile	
Constructors	
+ UndoStack(UndoableGame) : void	
Methods	
+ prevState(UndoableGame) : void	

UndoInteractions



PacmanInteraction	
ca.ubc.jpacman:: UndoInteractions	
Constructors	
+ UndoInteractions() : void	
Methods	
+ undo() : void	

UndoablePacman



UndoButton

