ShootingGame

private int score = 0;   
private Timer timer;   
private int interval = 20;  
private int flyEnteredIndex = 0;  
private int shootIndex = 0;   
private int nameIndex = 0;  
private FlyingObject[] flyings = {};

private Bullet[] bullets = {};   
private USAirforce usAirforce = new USAirforce();

private Top10Score topScore = new Top10Score();

...

private void init();

public void paint(Graphics g);

public void paintUSAirforce(Graphics g);

public void paintBullets(Graphics g);

public void paintFlyingObjects(Graphics g);

public void paintScore(Graphics g);

public void paintState(Graphics g);

public void setName(String name);

public void setUsername(String name);

public void enterAction();

public void stepAction();

public void shootAction();

public void hitAction();

public void outOfBoundsAction();

public void checkCollisionGameOverAction();

public boolean isGameOver();

public void bang(Bullet bullet);

public static FlyingObject generateNewObj();

//methods from interface

<<interface>>

JavaArcade

public boolean running();   
public void startGame();  
public String getGameName();  
public void pauseGame();  
public String getInstructions();  
public String getCredits();  
public String getHighScore();  
public void stopGame();  
public int getPoints();

JPanel

...

...

*FlyingObject*

protected int x;   
protected int y;   
protected int width;   
protected int height;   
protected BufferedImage image;

//getter & setter

public boolean outOfBounds();

public boolean shootBy(Bullet bullet)

//abstract method

public abstract void step();

ShootingGame

Bullet

//getter & setter

public void setDoubleFire(boolean doubleFire)

public void step()

Airplane

//getter & setter

public void setDoubleFire(boolean doubleFire)

public void step()

Bee

private int xSpeed;

private int ySpeed ;   
private int awardType;

//getter & setter

public void setDoubleFire(boolean doubleFire)

public void step()

USAirforce

private boolean doubleFire = false;   
**private int life**;

//getter & setter

public void setDoubleFire(boolean doubleFire)

public void step()

**public void** moveTo(**int** x,**int** y)

**public** Bullet[] shoot()

**public boolean** hit(FlyingObject other)