### 2.2.14 StatsPanel

* Summary
* The StatsPanel class is a class that displays player stats, which are displayed optionally when the game is won. The panel displays only one player's stats at a time, with the ability to cycle through different StatsPanel panels to see other player's stats. The StatsPanel class is an extension of DisplayPanel.
* Fields
* Stats
* A list of statistics for each player passed as a parameter when the object was created
* Methods
* +void StatsPanel(<PlayerStats> list)
* Summary: StatsPanel constructor will create a new StatsPanel class
* Parameter: list: list of PlayerStats class
* Pre-condition: Game must be running.
* Post condition: A new StatsPanel class is created, and a new stats panel displays.
* +void actionHeard ()
* Summary: The actionHeard method is an implementation for actionlistener, which allows the ability to cycle between different players to compare stats.
* Pre-condition: Game must be running.
* Post condition: A new action is received, and a new stats panel displays.

### 2.2.15 EndGamePanel

* Summary
* The EndGamePanel class is a class which displays a menu when the game is over. It is a subclass of DisplayPanel. The menu has three options: play again, statistics, or main menu. Above the options is displayed the winner of the game (such as "Player 1 wins!").
* Methods
* +void EndGamePanel (Actionlistener listener)
* Summary: The EndGamePanel constructor will create a new EndGamePanel class
* Parameter: listener: an Actionlistener object, which is passed along to options which include play again, statistics and main menu, to allow user interaction with each option
* Pre-condition: Game must be running
* Post condition: A new EndGamePanel class is created, and a new End Game panel displays.

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### 2.2.16 TransitionPanel

* Summary
* TransitionPanel is a class which creates a panel used during transitional phases of the game. This includes a loading panel, a ready next player panel, and a A.I. playing panel. These are grouped into a single class because the screens are identical except for the words displayed on the panel, and a button used in the ready next player panel. This class is a subclass of DisplayPanel.
* Methods
* +void TransitionPanel (String TypeOfPanel)
* Summary: The TransitionPanel constructor class will create a new TransitionPanel class
* Parameter: TypeOfPanel: a string that represents the type of panel needed
* Pre-condition: Game must be running.
* Post condition: A new TransitionPanel class is created, and a new transition panel displays.
* +void actionHeard ()
* The second is an actionHeard method which is used as a button monitor in the event the panel is a ready next player panel.
* Summary: The method actionHeard () is a button monitor to receive the button action in the event ready next player panel.
* Pre-condition: ready next player panel must be created
* Post condition: A new button action is received, and a new transition panel displays.