### 2.2.17 ControlPanel

* Summary:
* The ControlPanel class is a subclass of DisplayPanel, and creates a panel used in the bottom of the main game screen, which contains all of the buttons used to interact with the game. These include move, fire, end turn, confirm, and back.
* Methods
* + void ControlPanel(actionlistener al)
* Summary: the constructor of ControlPanel.
* Parameter:
* Al: the listener that is used by all the buttons in the control panel.
* Pre condition: The game has started.
* Post condition: The control panel frame will be drawn and displayed.

### 2.2.18 GamePanel

* Summary of Class
* GamePanel is a subclass of DisplayPanel which creates the main panel used in the game screen. This is the panel showing the board and the robots on it.
* Methods
* + void GamePanel(<array of tiles> board)
* Summary: The constructor of the GamePanel class.
* Parameter:
* Board: the game board’s tiles stored in a 2D array.
* Pre conditions: The game has started.
* Post condition: The game panel has been drawn and displayed.
* + void Update(<array of tiles> board)
* Summary: redraws the board in the event something has changed.
* Parameters:
* Board: the game board stored in a 2D array.
* Pre condition: The game has started & the board has changed.
* Post: The game board has been updated.
* + void paintComponent()
* Summary: paints an individual game component on the panel.
* The third method is a paintComponent method which paints an individual game component on the panel.
* + void drawImage(int x, int y, String pictureName)
* The next method of GamePanel is drawImage, which takes an image and screen coordinates and draws the image to the screen.
* Summary:
* Parameters:
* X: the x coordinate where the string will be drawn.
* Y: the y coordinate where the string will be drawn.
* pictureName: the string that will be written at the x & y coordinates.
* Pre conditions: none
* Post conditions: The picture will be drawn at the specified x & y coordinates.
* drawstring(int x, int y, String drawMe)
* Summary: Takes a string and displays it to the screen.
* Parameters:
* X: the x coordinate where the string will be drawn.
* Y: the y coordinate where the string will be drawn.
* drawMe: the string that will be written at the x & y coordinates.
* Pre conditions: none
* Post conditions: the drawMe will be written at the x & y coordinates.