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UML Diagram

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| Tile |
| - x: int  - y: int  - width: int  - height: int  - color: Color |
| + Tile (int, int, int, int, Color)  + draw (Graphics)  + getX (): int  + getY (): int  + getWidth (): int  + getHeight (): int  + getColor (): Color  + setX (int)  + setY (int)  + toString (): String |

|  |
| --- |
| TileManager |
| + tileList: ArrayList |
| + TileManager ()  + addTile (Tile)  + drawAll (Graphics)  + raise (int, int)  + lower (int, int)  + delete (int, int)  + deleteAll (int, int)  + shuffle (int, int) |