JavaScript is disabled on your browser.

* [Overview](http://docs.google.com/overview-summary.html)
* Package
* Class
* Use
* [Tree](http://docs.google.com/overview-tree.html)
* [Deprecated](http://docs.google.com/deprecated-list.html)
* Index
* [Help](http://docs.google.com/help-doc.html)
* [Prev Letter](http://docs.google.com/index-9.html)
* [Next Letter](http://docs.google.com/index-11.html)
* [Frames](http://docs.google.com/index.html?index-filesindex-10.html)
* [No Frames](http://docs.google.com/index-10.html)
* [All Classes](http://docs.google.com/allclasses-noframe.html)

## [A](http://docs.google.com/index-1.html) [B](http://docs.google.com/index-2.html) [C](http://docs.google.com/index-3.html) [E](http://docs.google.com/index-4.html) [F](http://docs.google.com/index-5.html) [G](http://docs.google.com/index-6.html) [H](http://docs.google.com/index-7.html) [I](http://docs.google.com/index-8.html) [M](http://docs.google.com/index-9.html) [N](http://docs.google.com/index-10.html) [P](http://docs.google.com/index-11.html) [R](http://docs.google.com/index-12.html) [S](http://docs.google.com/index-13.html) [T](http://docs.google.com/index-14.html) [V](http://docs.google.com/index-15.html) [W](http://docs.google.com/index-16.html)

N

[nextAnimationStep()](http://docs.google.com/model/ClearCellGame.html#nextAnimationStep()) - Method in class model.[ClearCellGame](http://docs.google.com/model/ClearCellGame.html)

This method will attempt to insert a row of random BoardCell objects if the last board row (row with index board.length -1) corresponds to the empty row; otherwise no operation will take place.

[nextAnimationStep()](http://docs.google.com/model/Game.html#nextAnimationStep()) - Method in class model.[Game](http://docs.google.com/model/Game.html)

Advances the animation one step.

[A](http://docs.google.com/index-1.html) [B](http://docs.google.com/index-2.html) [C](http://docs.google.com/index-3.html) [E](http://docs.google.com/index-4.html) [F](http://docs.google.com/index-5.html) [G](http://docs.google.com/index-6.html) [H](http://docs.google.com/index-7.html) [I](http://docs.google.com/index-8.html) [M](http://docs.google.com/index-9.html) [N](http://docs.google.com/index-10.html) [P](http://docs.google.com/index-11.html) [R](http://docs.google.com/index-12.html) [S](http://docs.google.com/index-13.html) [T](http://docs.google.com/index-14.html) [V](http://docs.google.com/index-15.html) [W](http://docs.google.com/index-16.html)

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