JavaScript is disabled on your browser.

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gui

## Class GameGUI

* java.lang.Object
  + java.awt.Component
    - java.awt.Container
      * javax.swing.JComponent
        + gui.GameGUI
* All Implemented Interfaces: java.awt.image.ImageObserver, java.awt.MenuContainer, java.io.Serializable  
    
  public class GameGUI  
  extends javax.swing.JComponentSee Also:[Serialized Form](http://docs.google.com/serialized-form.html#gui.GameGUI)

### Nested Class Summary

### Nested classes/interfaces inherited from class javax.swing.JComponentjavax.swing.JComponent.AccessibleJComponent

### Nested classes/interfaces inherited from class java.awt.Componentjava.awt.Component.BaselineResizeBehavior

### Field Summary

### Fields inherited from class javax.swing.JComponentTOOL\_TIP\_TEXT\_KEY, UNDEFINED\_CONDITION, WHEN\_ANCESTOR\_OF\_FOCUSED\_COMPONENT, WHEN\_FOCUSED, WHEN\_IN\_FOCUSED\_WINDOW

### Fields inherited from class java.awt.ComponentBOTTOM\_ALIGNMENT, CENTER\_ALIGNMENT, LEFT\_ALIGNMENT, RIGHT\_ALIGNMENT, TOP\_ALIGNMENT

### Fields inherited from interface java.awt.image.ImageObserverABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

### Constructor SummaryConstructors

|  |
| --- |
| * + Constructor and Description |
| * + [**GameGUI**](http://docs.google.com/gui/GameGUI.html#GameGUI(int,%20model.Game))(int timerDelayInMilliSecs, [Game](http://docs.google.com/model/Game.html) gameModelIn) |

### Method SummaryMethods

|  |  |
| --- | --- |
| * + Modifier and Type | * + Method and Description |
| * + static void | * + [**createAndDisplayGUI**](http://docs.google.com/gui/GameGUI.html#createAndDisplayGUI(model.Game,%20int))([Game](http://docs.google.com/model/Game.html) gameModel, int timerDelayInMilliSecs) |
| * + static void | * + [**main**](http://docs.google.com/gui/GameGUI.html#main(java.lang.String%5B%5D))(java.lang.String[] args) |

### Methods inherited from class javax.swing.JComponentaddAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, getAccessibleContext, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline, getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions, getDefaultLocale, getFontMetrics, getGraphics, getHeight, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners, getLocation, getMaximumSize, getMinimumSize, getNextFocusableComponent, getPopupLocation, getPreferredSize, getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation, getToolTipText, getToolTipText, getTopLevelAncestor, getTransferHandler, getUIClassID, getVerifyInputWhenFocusTarget, getVetoableChangeListeners, getVisibleRect, getWidth, getX, getY, grabFocus, isDoubleBuffered, isLightweightComponent, isManagingFocus, isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint, isPaintingTile, isRequestFocusEnabled, isValidateRoot, paint, paintImmediately, paintImmediately, print, printAll, putClientProperty, registerKeyboardAction, registerKeyboardAction, removeAncestorListener, removeNotify, removeVetoableChangeListener, repaint, repaint, requestDefaultFocus, requestFocus, requestFocus, requestFocusInWindow, resetKeyboardActions, reshape, revalidate, scrollRectToVisible, setActionMap, setAlignmentX, setAlignmentY, setAutoscrolls, setBackground, setBorder, setComponentPopupMenu, setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered, setEnabled, setFocusTraversalKeys, setFont, setForeground, setInheritsPopupMenu, setInputMap, setInputVerifier, setMaximumSize, setMinimumSize, setNextFocusableComponent, setOpaque, setPreferredSize, setRequestFocusEnabled, setToolTipText, setTransferHandler, setVerifyInputWhenFocusTarget, setVisible, unregisterKeyboardAction, update, updateUI

### Methods inherited from class java.awt.Containeradd, add, add, add, add, addContainerListener, addPropertyChangeListener, addPropertyChangeListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalKeys, getFocusTraversalPolicy, getLayout, getMousePosition, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, printComponents, remove, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusCycleRoot, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setLayout, transferFocusDownCycle, validate

### Methods inherited from class java.awt.Componentaction, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, contains, createImage, createImage, createVolatileImage, createVolatileImage, dispatchEvent, enable, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBackground, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getForeground, getGraphicsConfiguration, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputContext, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocale, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPeer, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getToolkit, getTreeLock, gotFocus, handleEvent, hasFocus, hide, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isShowing, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, postEvent, prepareImage, prepareImage, remove, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, resize, resize, setBounds, setBounds, setComponentOrientation, setCursor, setDropTarget, setFocusable, setFocusTraversalKeysEnabled, setIgnoreRepaint, setLocale, setLocation, setLocation, setName, setSize, setSize, show, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

### Methods inherited from class java.lang.Objectequals, getClass, hashCode, notify, notifyAll, wait, wait, wait

### Constructor Detail

#### GameGUI public GameGUI(int timerDelayInMilliSecs, [Game](http://docs.google.com/model/Game.html) gameModelIn)

### Method Detail

#### createAndDisplayGUI public static void createAndDisplayGUI([Game](http://docs.google.com/model/Game.html) gameModel, int timerDelayInMilliSecs)

#### main public static void main(java.lang.String[] args)

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