JavaScript is disabled on your browser.

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G

[Game](http://docs.google.com/model/Game.html) - Class in [model](http://docs.google.com/model/package-summary.html)

This class represents the logic of a game where a board is updated on each step of the game animation.

[Game(int, int)](http://docs.google.com/model/Game.html#Game(int,%20int)) - Constructor for class model.[Game](http://docs.google.com/model/Game.html)

Defines a board with BoardCell.EMPTY cells.

[GameGUI](http://docs.google.com/gui/GameGUI.html) - Class in [gui](http://docs.google.com/gui/package-summary.html)   [GameGUI(int, Game)](http://docs.google.com/gui/GameGUI.html#GameGUI(int,%20model.Game)) - Constructor for class gui.[GameGUI](http://docs.google.com/gui/GameGUI.html)   [getBoardCell(int, int)](http://docs.google.com/model/Game.html#getBoardCell(int,%20int)) - Method in class model.[Game](http://docs.google.com/model/Game.html)   [getColor()](http://docs.google.com/model/BoardCell.html#getColor()) - Method in enum model.[BoardCell](http://docs.google.com/model/BoardCell.html)   [getMaxCols()](http://docs.google.com/model/Game.html#getMaxCols()) - Method in class model.[Game](http://docs.google.com/model/Game.html)   [getMaxRows()](http://docs.google.com/model/Game.html#getMaxRows()) - Method in class model.[Game](http://docs.google.com/model/Game.html)   [getName()](http://docs.google.com/model/BoardCell.html#getName()) - Method in enum model.[BoardCell](http://docs.google.com/model/BoardCell.html)   [getNonEmptyRandomBoardCell(Random)](http://docs.google.com/model/BoardCell.html#getNonEmptyRandomBoardCell(java.util.Random)) - Static method in enum model.[BoardCell](http://docs.google.com/model/BoardCell.html)

Generates a random BoardCell using the specified Random object.

[getScore()](http://docs.google.com/model/ClearCellGame.html#getScore()) - Method in class model.[ClearCellGame](http://docs.google.com/model/ClearCellGame.html)   [getScore()](http://docs.google.com/model/Game.html#getScore()) - Method in class model.[Game](http://docs.google.com/model/Game.html)   [getTotalColors()](http://docs.google.com/model/BoardCell.html#getTotalColors()) - Static method in enum model.[BoardCell](http://docs.google.com/model/BoardCell.html)   [gui](http://docs.google.com/gui/package-summary.html) - package gui   [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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