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maze

## Class MazeGUI

* java.lang.Object
  + maze.MazeGUI
* public class MazeGUI  
  extends java.lang.Object  
  The MazeGUI class allows the user to create and display mazes. It relies on an underlying MazeGraph, which stores the maze as a Graph, and can perform various algorithms (DFS, BFS, and Dijsktra.)Author: Fawzi Emad (C) 2016

### Constructor SummaryConstructors

|  |
| --- |
| * + Constructor and Description |
| * + [MazeGUI](http://docs.google.com/maze/MazeGUI.html#MazeGUI--)() Creates and displays the GUI; constructs a maze to start things off. |

### Method SummaryAll Methods Static Methods Concrete Methods

|  |  |
| --- | --- |
| * + Modifier and Type | * + Method and Description |
| * + static void | * + [main](http://docs.google.com/maze/MazeGUI.html#main-java.lang.String:A-)(java.lang.String[] args) Request to the Event Dispatching Thread to create and display this GUI. |

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

### Constructor Detail

#### MazeGUI public MazeGUI() Creates and displays the GUI; constructs a maze to start things off.

### Method Detail

#### main public static void main(java.lang.String[] args) Request to the Event Dispatching Thread to create and display this GUI.

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