JavaScript is disabled on your browser.

* [Overview](http://docs.google.com/overview-summary.html)
* [Package](http://docs.google.com/package-summary.html)
* Class
* Use
* [Tree](http://docs.google.com/package-tree.html)
* [Deprecated](http://docs.google.com/deprecated-list.html)
* [Index](http://docs.google.com/index-files/index-1.html)
* [Help](http://docs.google.com/help-doc.html)
* Prev
* Next
* [Frames](http://docs.google.com/index.html?model/package-use.html)
* [No Frames](http://docs.google.com/package-use.html)
* [All Classes](http://docs.google.com/allclasses-noframe.html)

Uses of Package

model

* Packages that use [model](http://docs.google.com/model/package-summary.html)

|  |  |
| --- | --- |
| * Package | * Description |
| * [gui](#3znysh7) |  |
| * [model](#2et92p0) |  |

* Classes in [model](http://docs.google.com/model/package-summary.html) used by [gui](http://docs.google.com/gui/package-summary.html)

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| --- |
| * Class and Description |
| * [Game](http://docs.google.com/model/class-use/Game.html#gui) This class represents the logic of a game where a board is updated on each step of the game animation. |

* Classes in [model](http://docs.google.com/model/package-summary.html) used by [model](http://docs.google.com/model/package-summary.html)

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| * Class and Description |
| * [BoardCell](http://docs.google.com/model/class-use/BoardCell.html#model) This enumerated type represents a board cell. |
| * [Game](http://docs.google.com/model/class-use/Game.html#model) This class represents the logic of a game where a board is updated on each step of the game animation. |

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