JavaScript is disabled on your browser.

* [Overview](http://docs.google.com/overview-summary.html)
* [Package](http://docs.google.com/package-summary.html)
* [Class](http://docs.google.com/model/Game.html)
* 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/class-use/Game.html)
* [No Frames](http://docs.google.com/Game.html)
* [All Classes](http://docs.google.com/allclasses-noframe.html)

Uses of Class

model.Game

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

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

### Uses of [**Game**](http://docs.google.com/model/Game.html) in [**gui**](http://docs.google.com/gui/package-summary.html)Methods in [gui](http://docs.google.com/gui/package-summary.html) with parameters of type [Game](http://docs.google.com/model/Game.html)

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

* + Constructors in [gui](http://docs.google.com/gui/package-summary.html) with parameters of type [Game](http://docs.google.com/model/Game.html)

|  |
| --- |
| * + 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) |

### Uses of [**Game**](http://docs.google.com/model/Game.html) in [**model**](http://docs.google.com/model/package-summary.html)Subclasses of [Game](http://docs.google.com/model/Game.html) in [model](http://docs.google.com/model/package-summary.html)

|  |  |
| --- | --- |
| * + Modifier and Type | * + Class and Description |
| * + class | * + [**ClearCellGame**](http://docs.google.com/model/ClearCellGame.html) This class extends GameModel and implements the logic of the clear cell game. |

* [Overview](http://docs.google.com/overview-summary.html)
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