

**MainWindow**

```

- aboutDialog: JDialog
- AI_GUESS_DELAY: int = 500 {readOnly}
- aiTimer: Timer
- chosenColorButton: JButton
- ci: ControllInterface = new ControllInte...
- colorButtons: JButton ([])
- colorScrollPane: JScrollPane
- colorsSlider: JSlider
- doubleColorsCheckBox: JCheckBox
- fileChooser: JFileChooser
- gameButtons: JButton ([])
- gameMenuBar: JMenuBar
- gameModeComboBox: JComboBox
- gamePanel: JPanel
- gamePlaceholder: JLabel
- gameScrollPane: JScrollPane
- gameState: JLabel
- gameWidthSlider: JSlider
- maxTriesSpinner: JSpinner
- secretCodeButtons: JButton ([])
- secretCodePanel: JPanel
- settingsDialog: JDialog

- aboutMenuItemActionPerformed(java.awt.event.ActionEvent) : void
- addRow() : void
- cancelButtonActionPerformed(java.awt.event.ActionEvent) : void
- closeButtonActionPerformed(java.awt.event.ActionEvent) : void
- colorButtonsActionPerformed(java.awt.event.ActionEvent) : void
- doAIGame() : void
- editSettingsMenuItemActionPerformed(java.awt.event.ActionEvent) : void
- gameButtonPinActionPerformed(java.awt.event.ActionEvent) : void
- gameButtonResultActionPerformed(java.awt.event.ActionEvent) : void
- howToMenuItemActionPerformed(java.awt.event.ActionEvent) : void
- initColorTable() : void
- initComponents() : void
- initGameTable() : void
- initKeyListener() : void
- initNewGame() : void
- initSecretCode() : void
- keyTyped(KeyEvent) : void
- loadMenuItemActionPerformed(java.awt.event.ActionEvent) : void
+ main(String[]) : void
+ MainWindow()
- newGameMenuItemActionPerformed(java.awt.event.ActionEvent) : void
- parseArgs(String[]) : void
- parseGameState(int) : void
- quitMenuItemActionPerformed(java.awt.event.ActionEvent) : void
- revealSecretCode() : void
- rowsSet() : boolean
- saveAsMenuItemActionPerformed(java.awt.event.ActionEvent) : void
- saveButtonActionPerformed(java.awt.event.ActionEvent) : void
- secretCodeButtonsActionPerformed(java.awt.event.ActionEvent) : void
- setLastGuessMenuItemActionPerformed(java.awt.event.ActionEvent) : void
- showGameRow(int) : void
- showHintMenuItemActionPerformed(java.awt.event.ActionEvent) : void
- showLoadedGameTable() : void
- showResultRow(int) : void
- translateColor(java.awt.Color) : Color
- validateGuessMenuItemActionPerformed(java.awt.event.ActionEvent) : void
- writeSecretCode() : void
- writeToGameField() : void

```