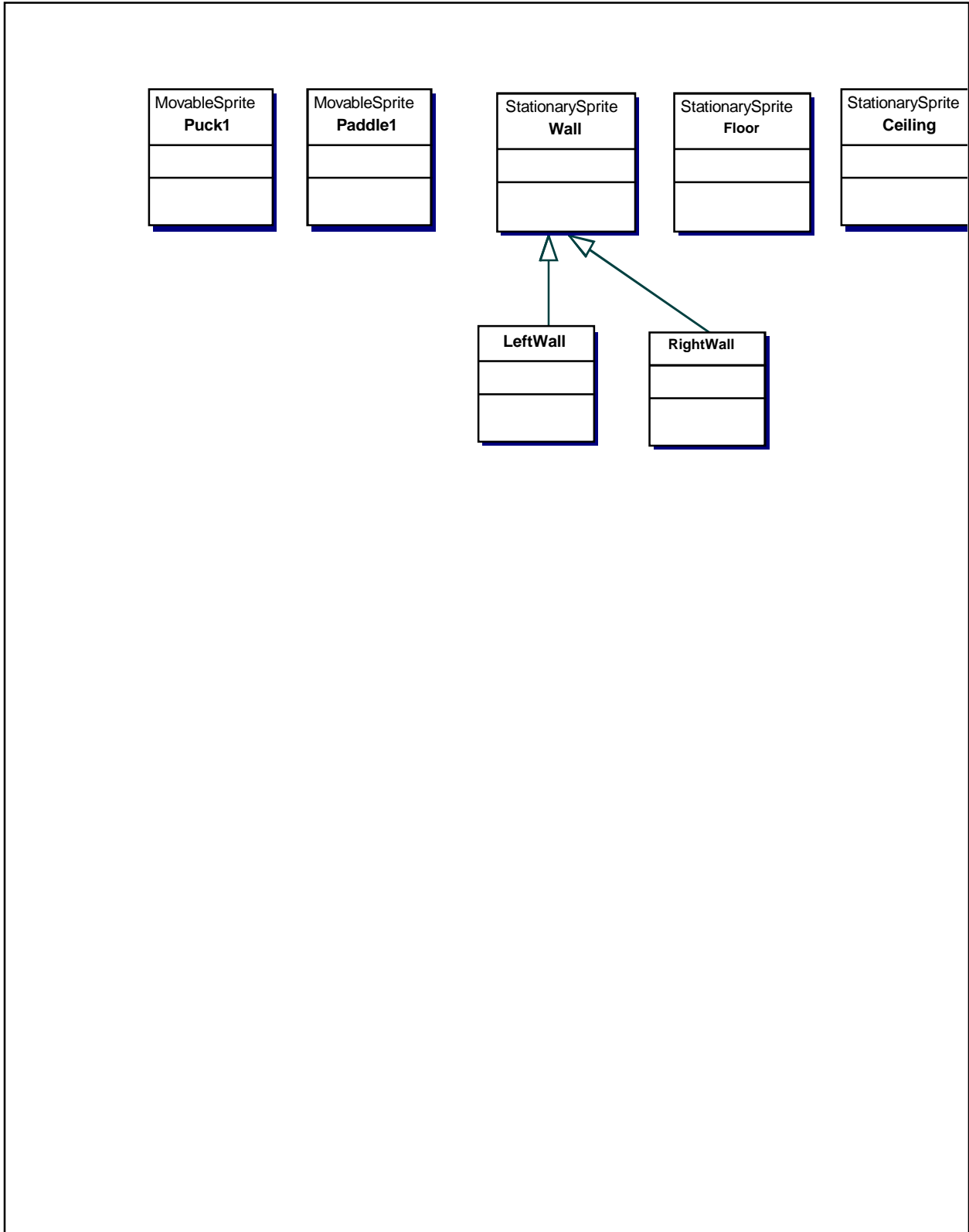
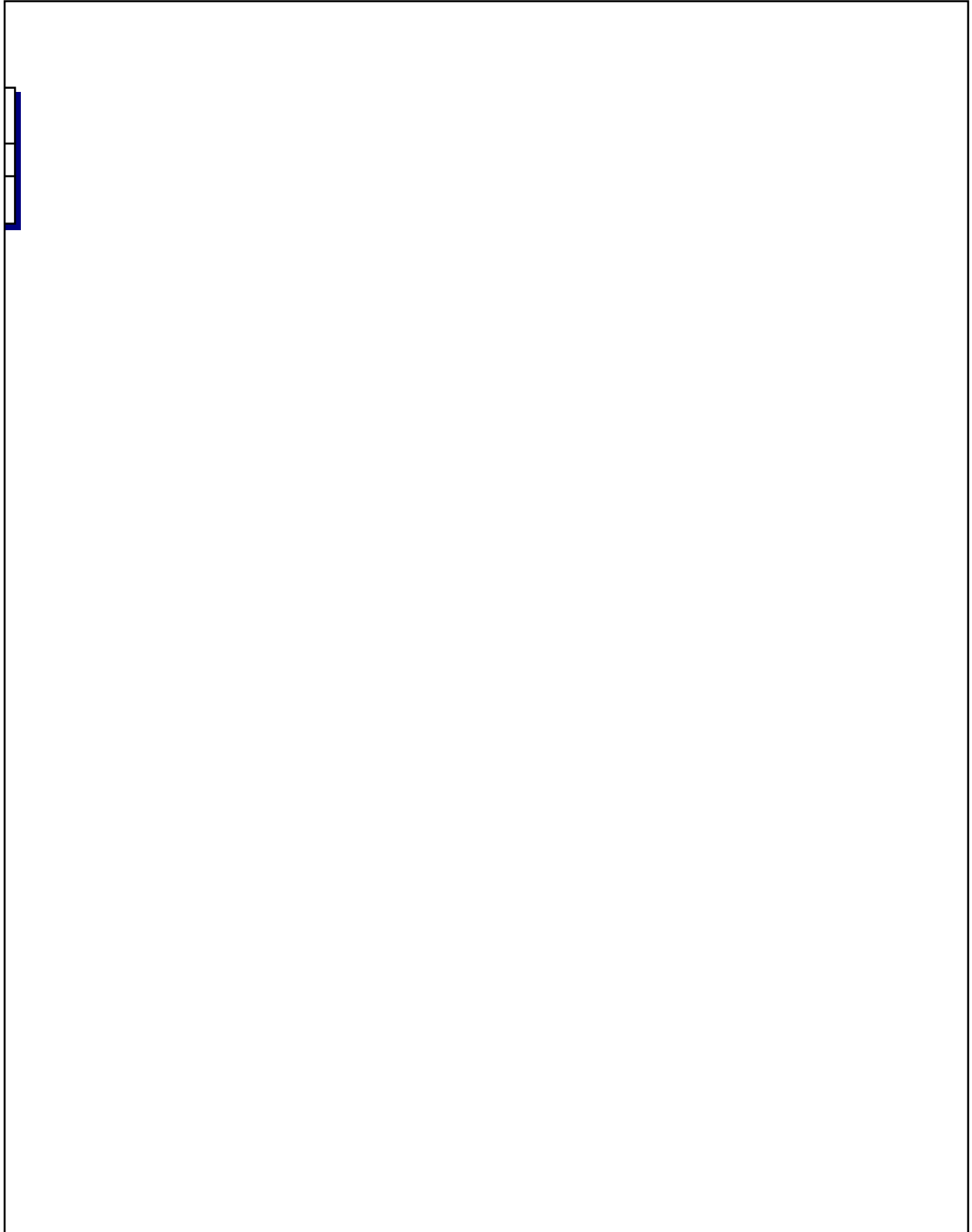
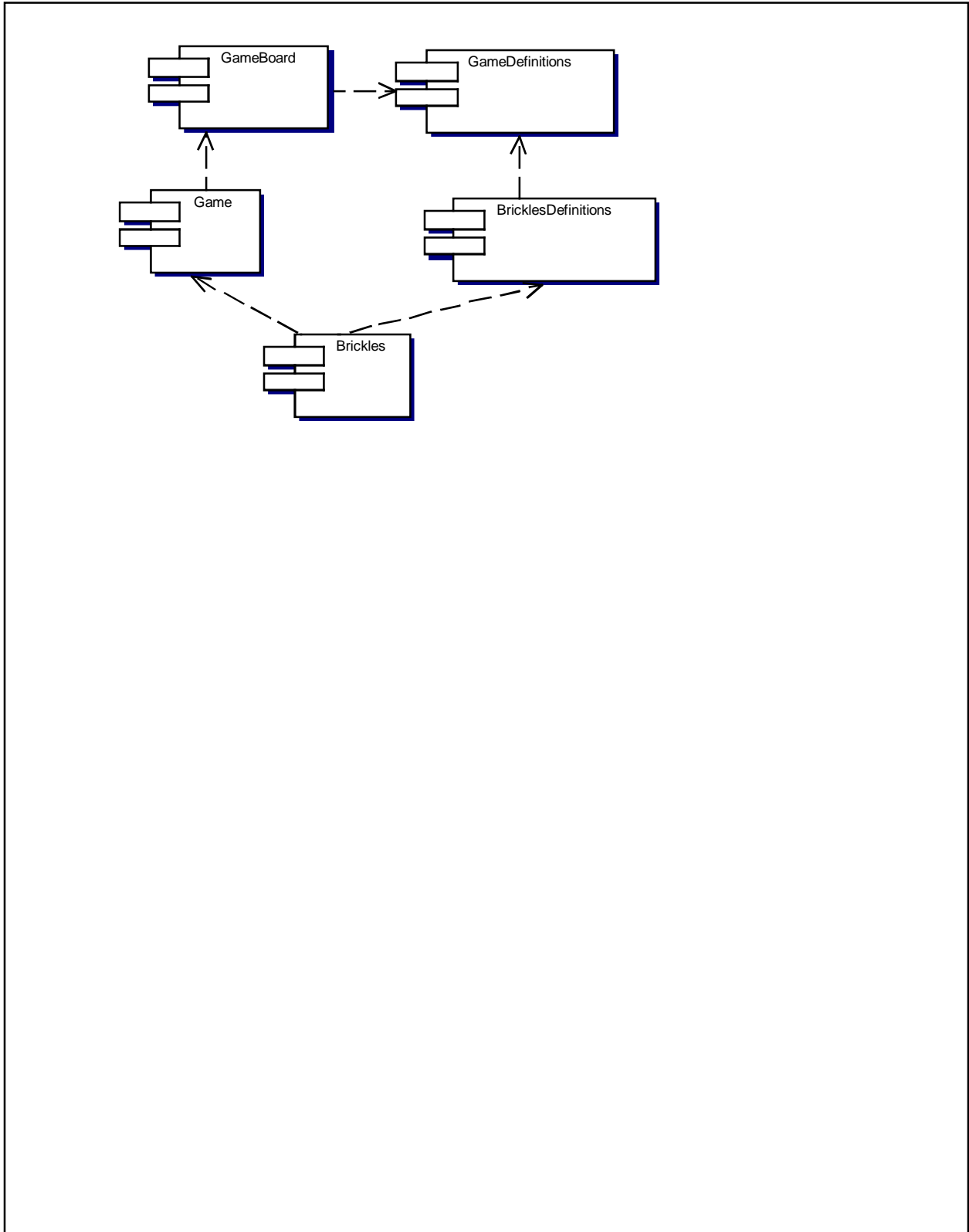


1.1, BricklesDefinitions



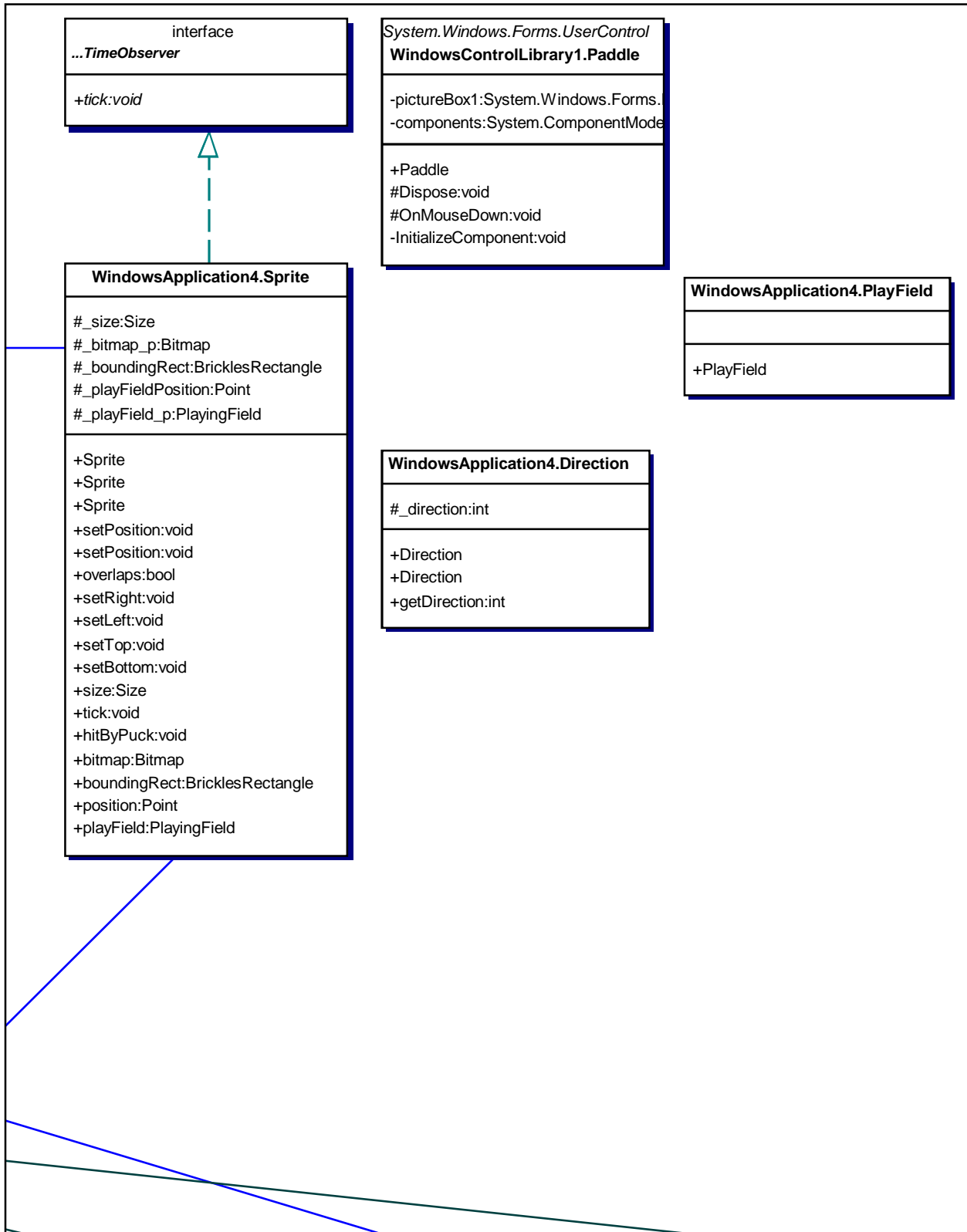


1.1, Component



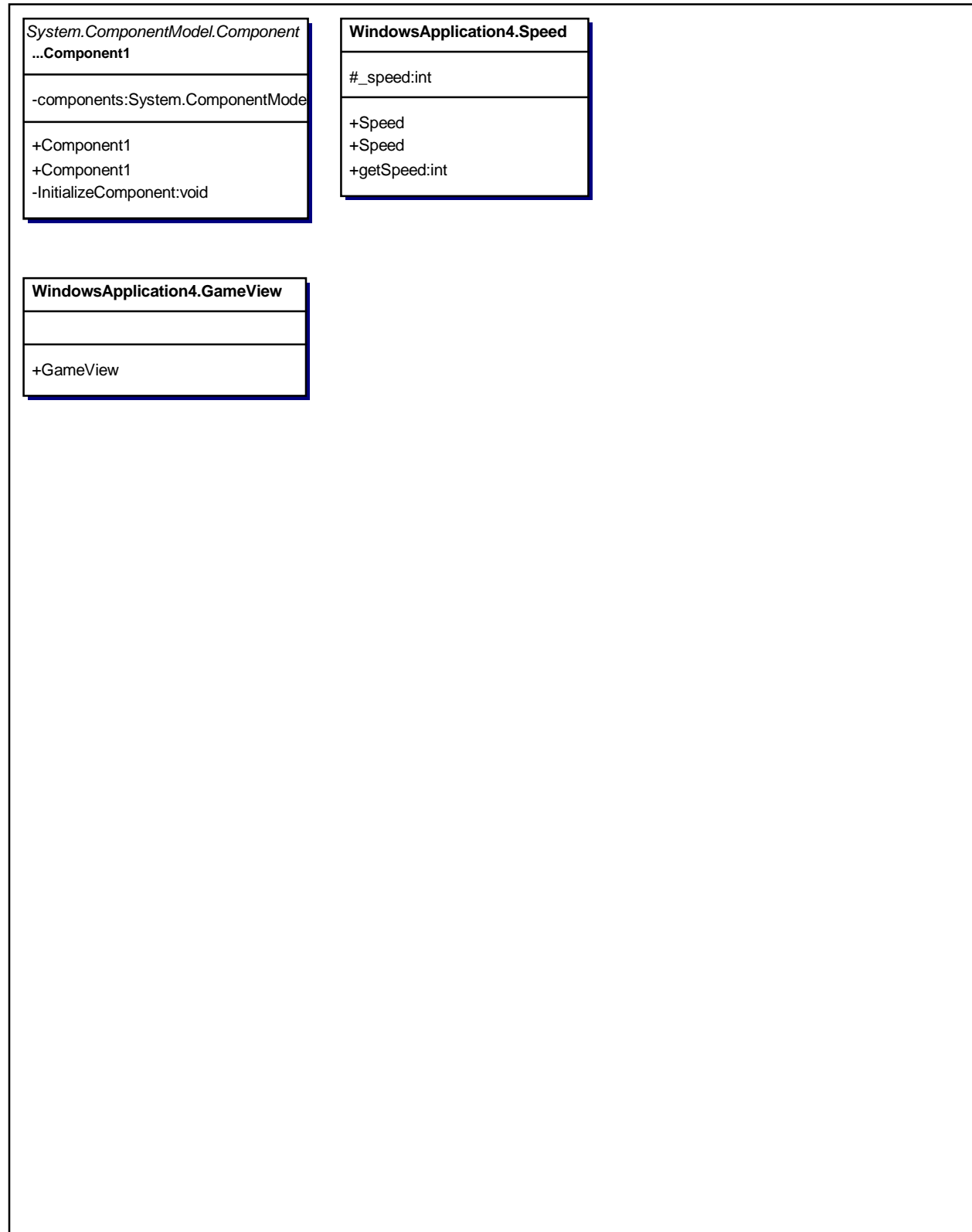
1.1, Component

1.2, <default>



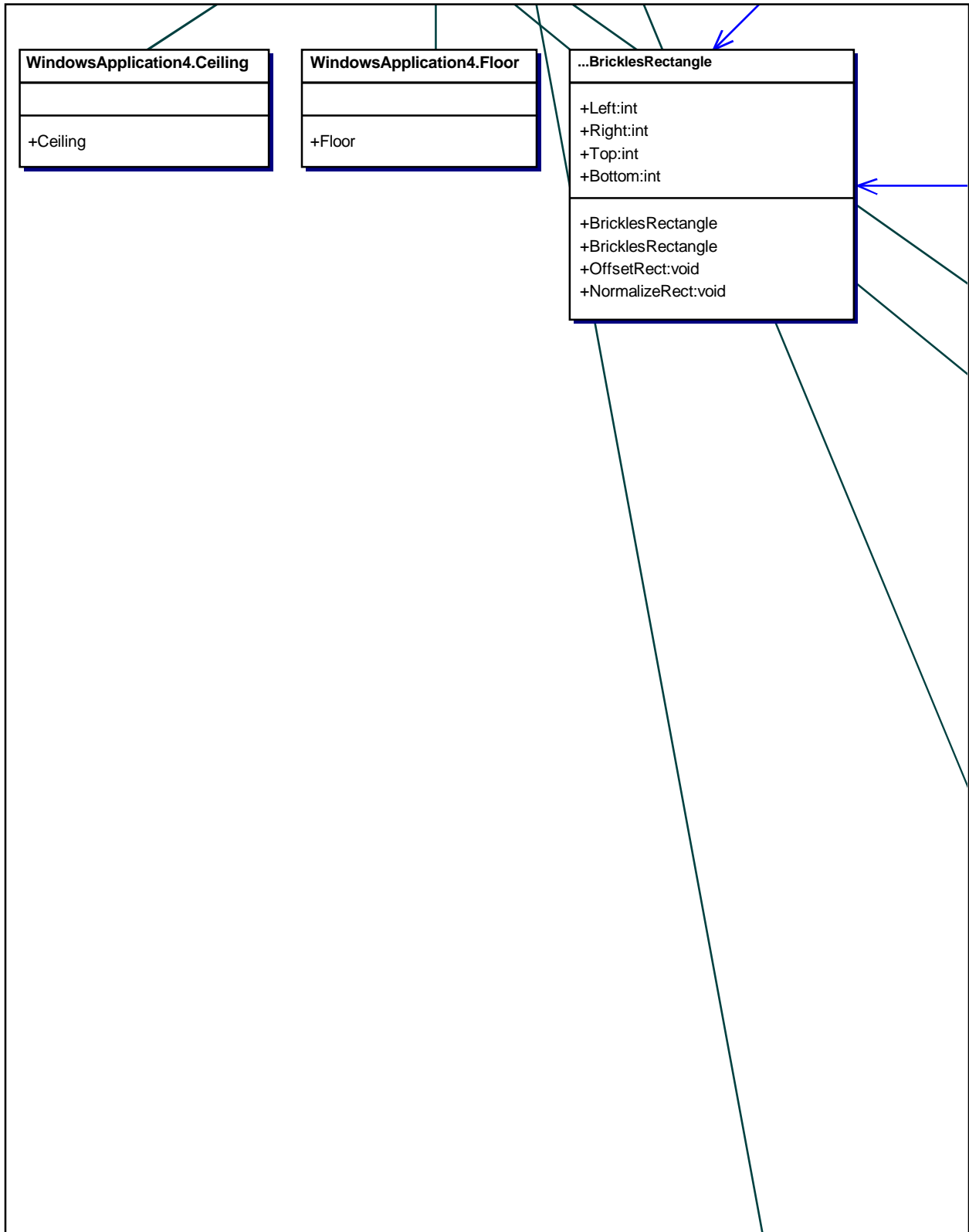
1.2, <default>

1.3, <default>



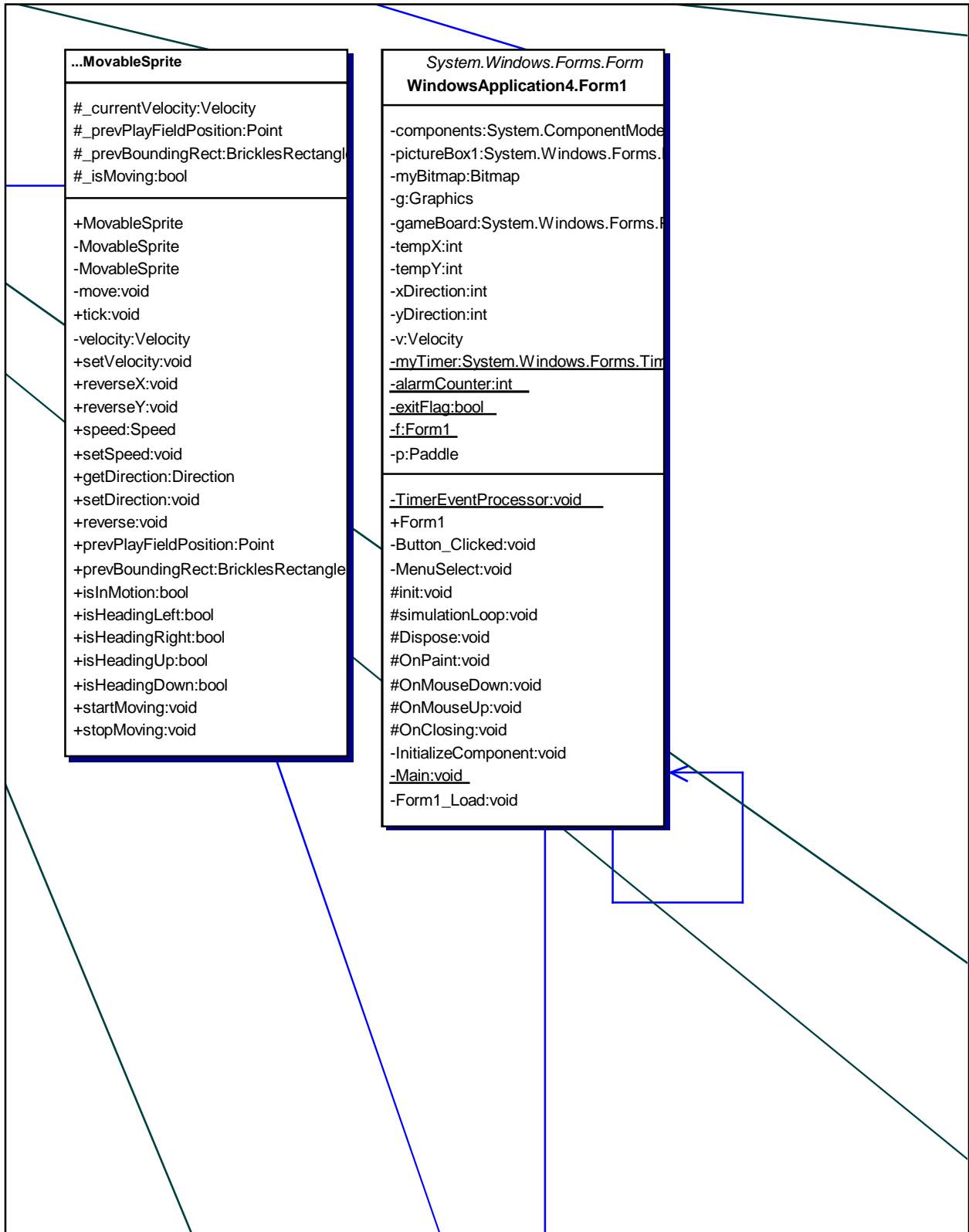
1.3, <default>

2.1, <default>



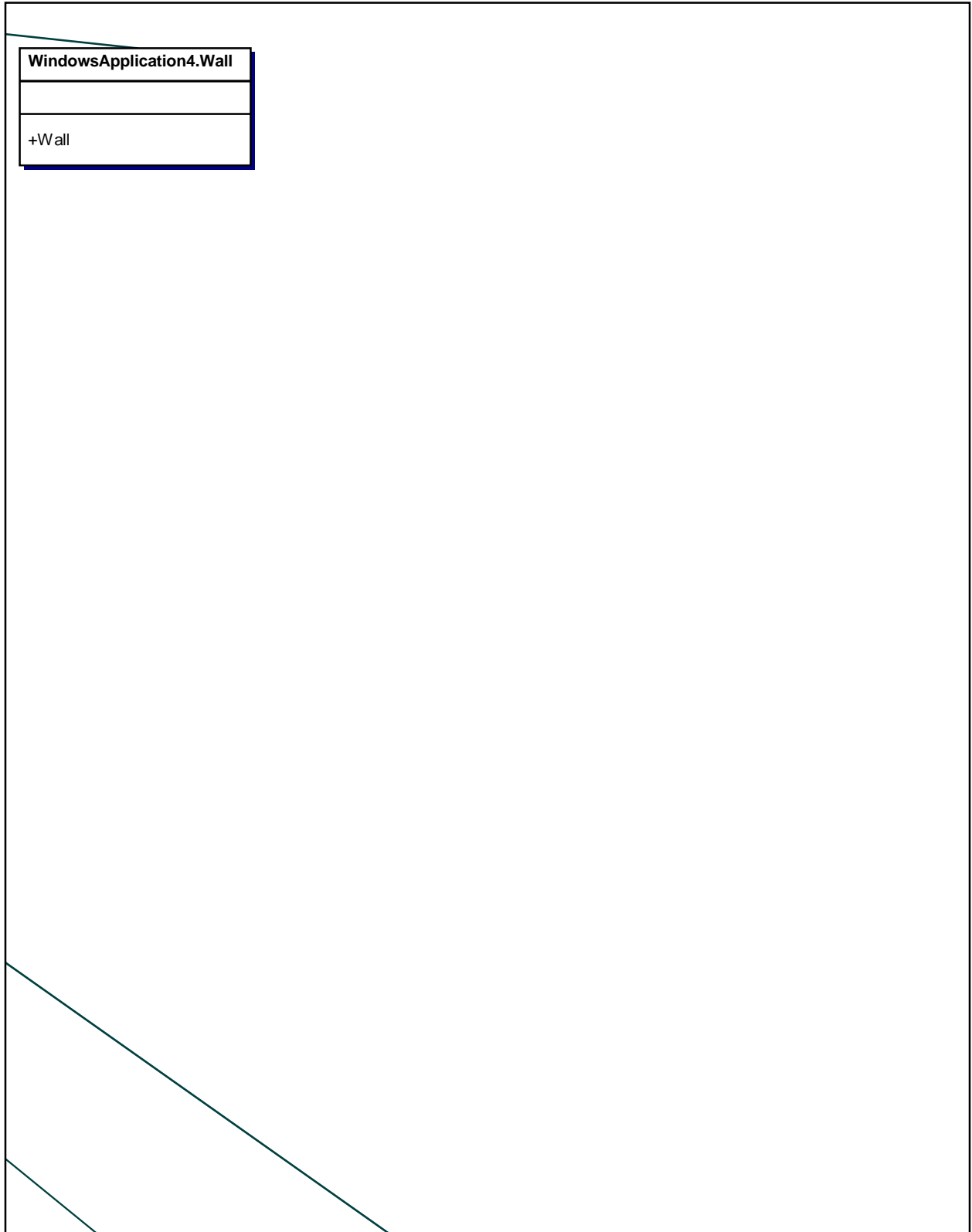
2.1, <default>

2.2, <default>



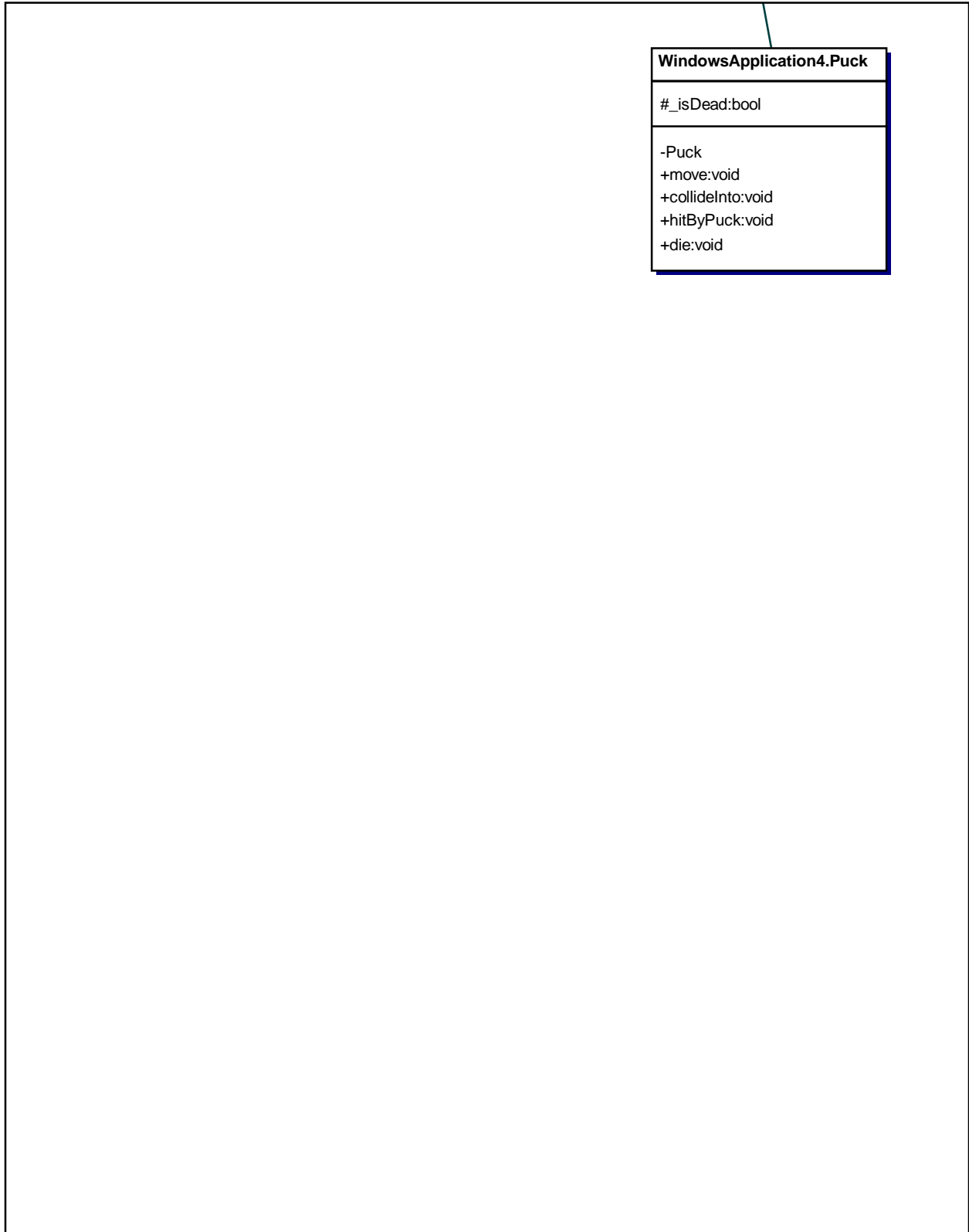
2.2, <default>

2.3, <default>



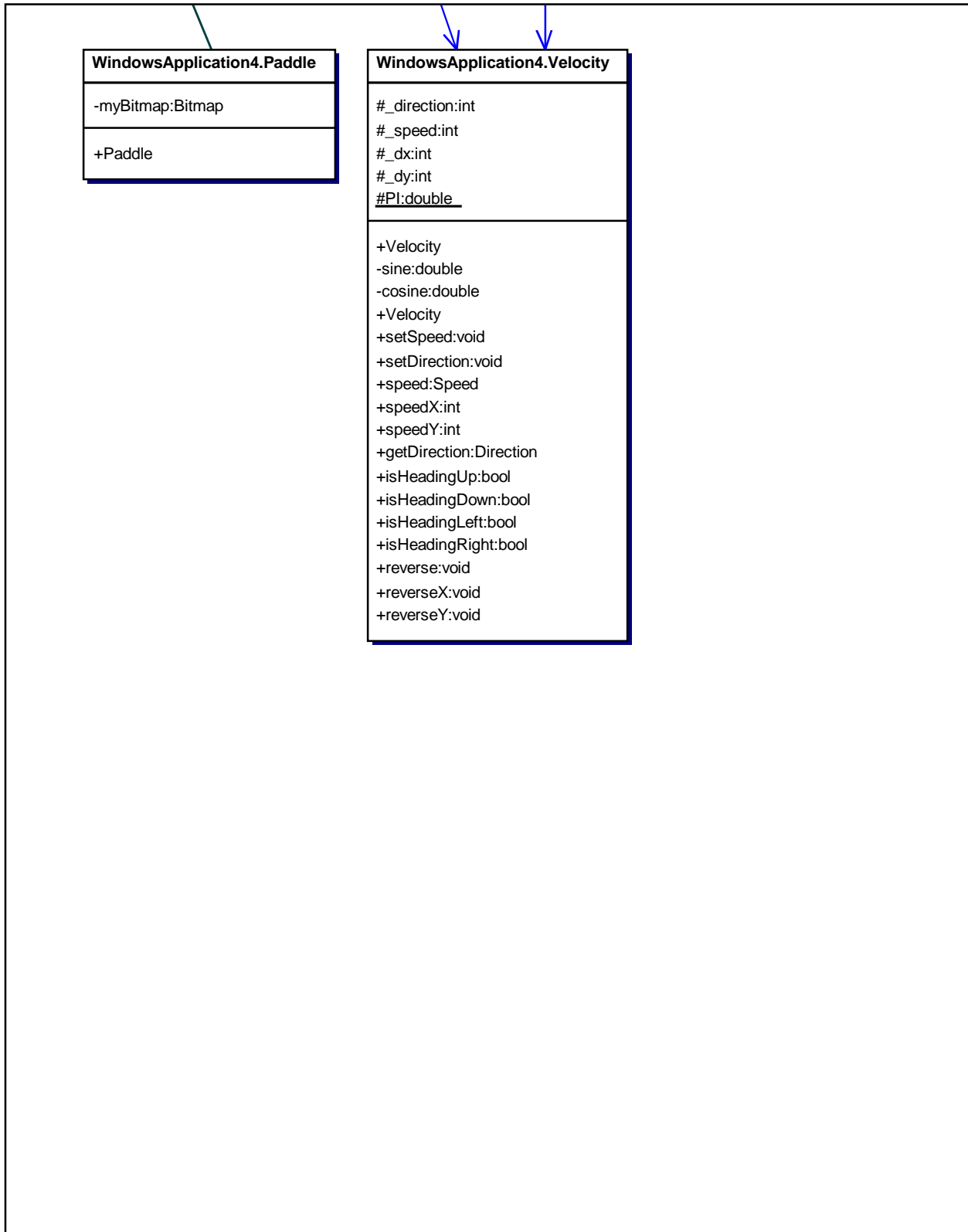
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3.1, <default>



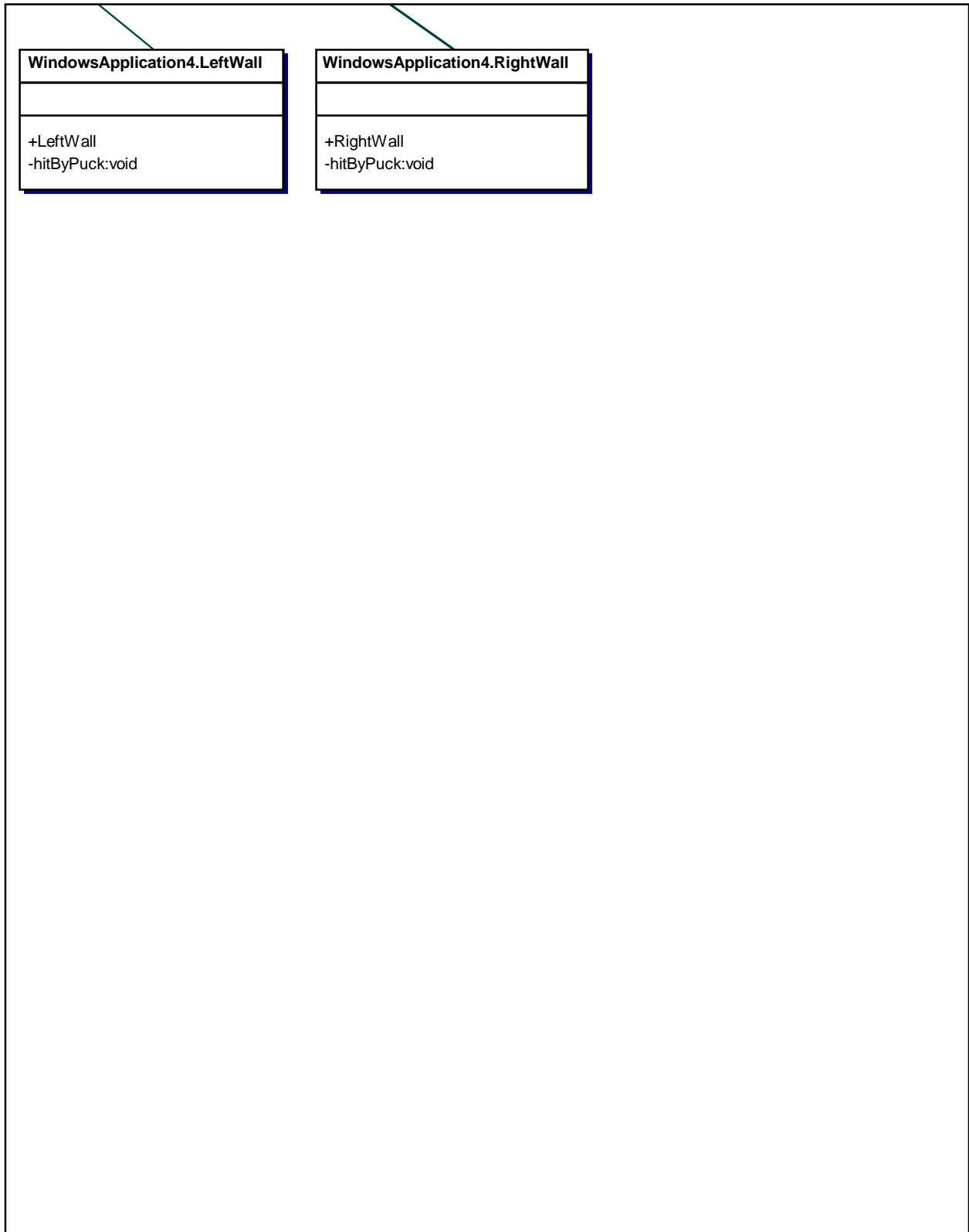
3.1, <default>

3.2, <default>



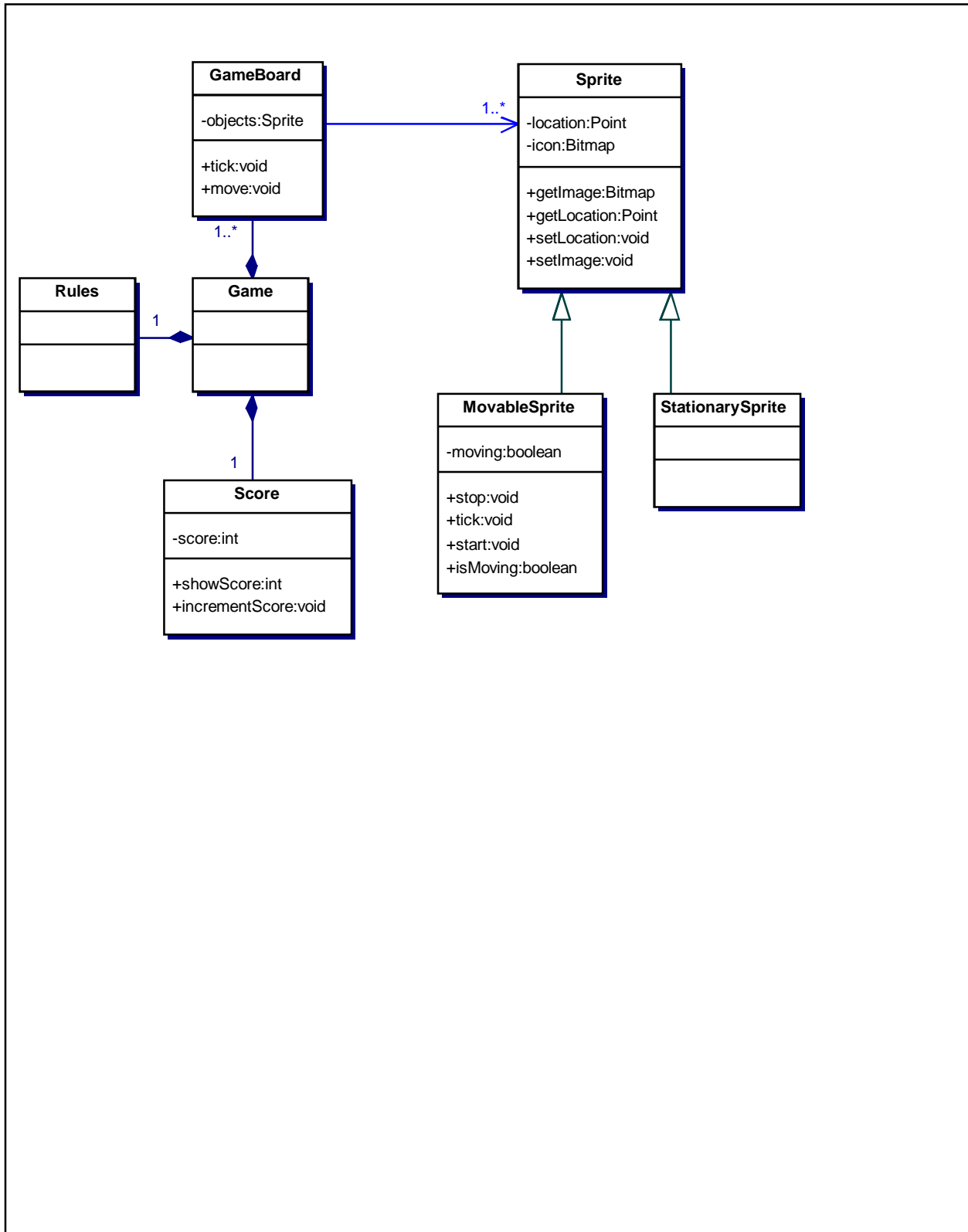
3.2, <default>

3.3, <default>



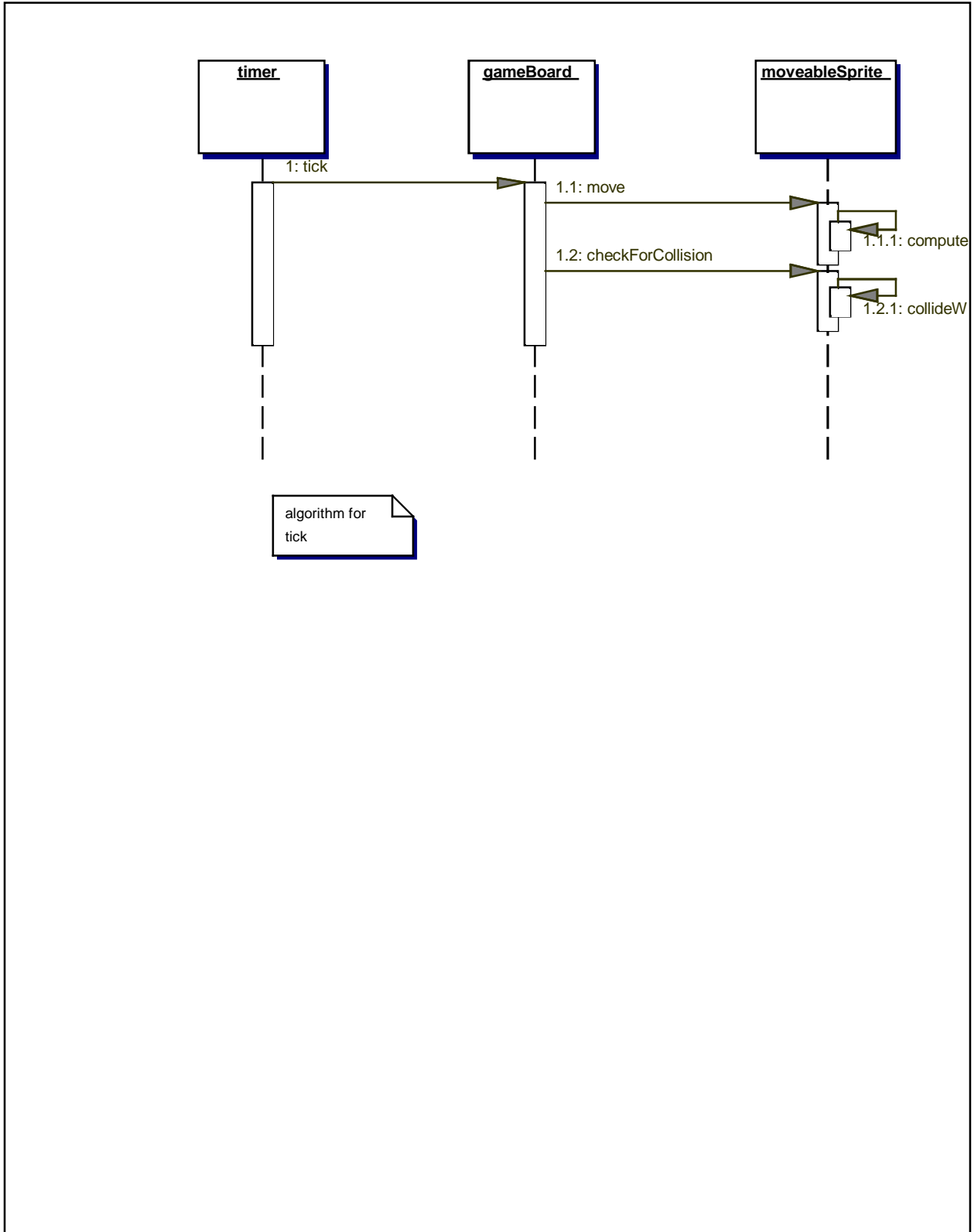
3.3, <default>

1.1, GameDefinitions



1.1, GameDefinitions

1.1, Sequence



1.1, Sequence

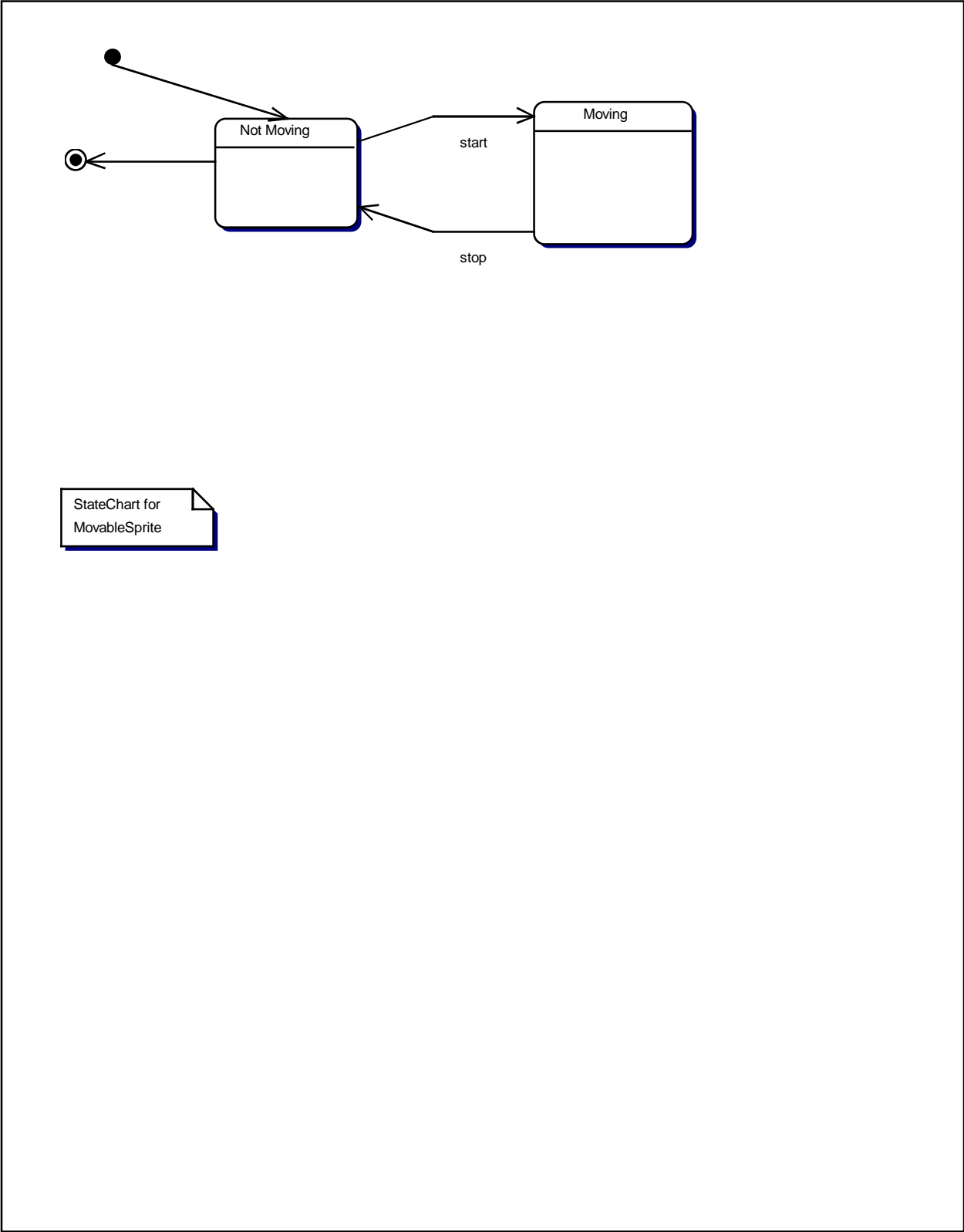
1.2, Sequence

NewLocation

ith

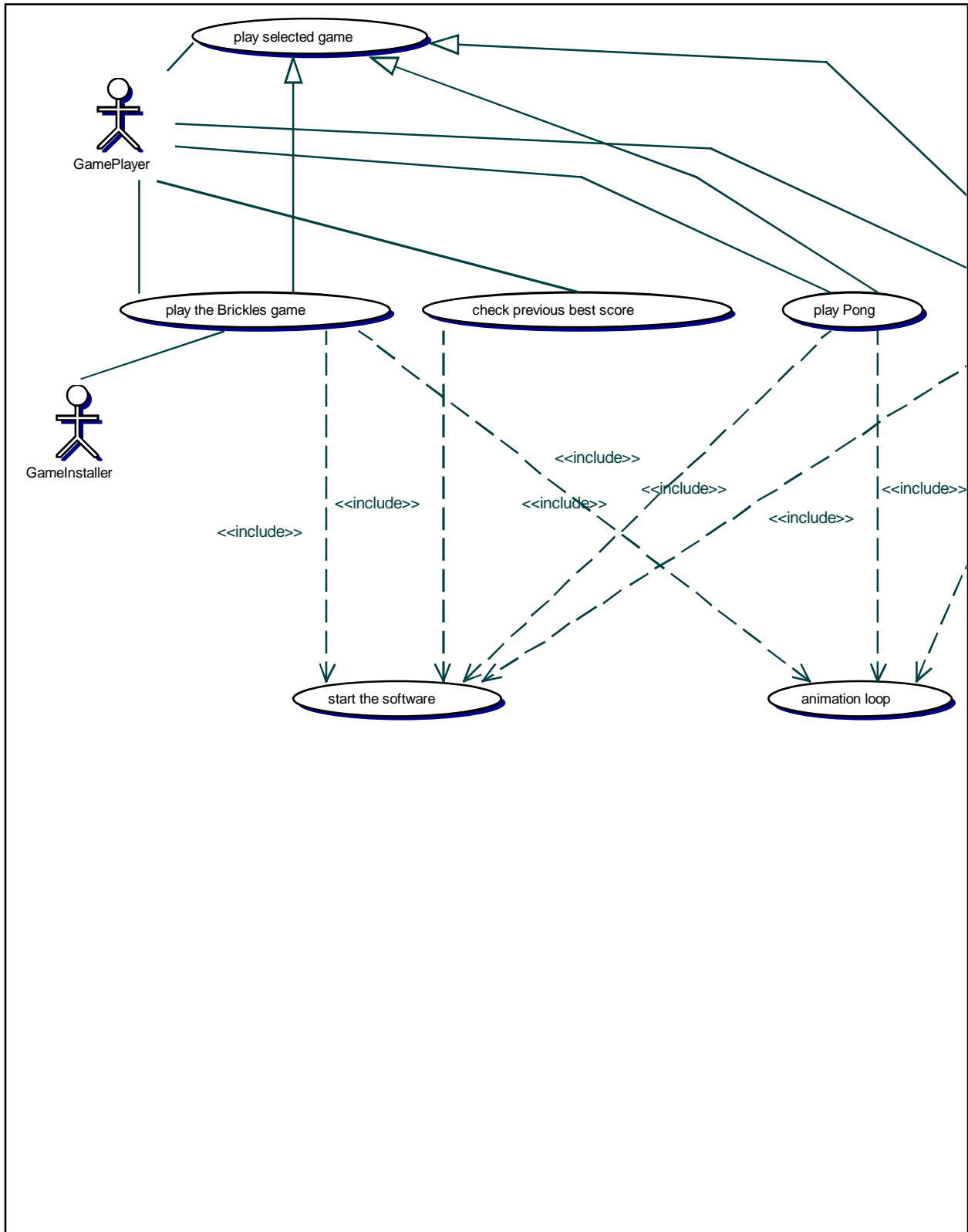
1.2, Sequence

1.1, Statechart



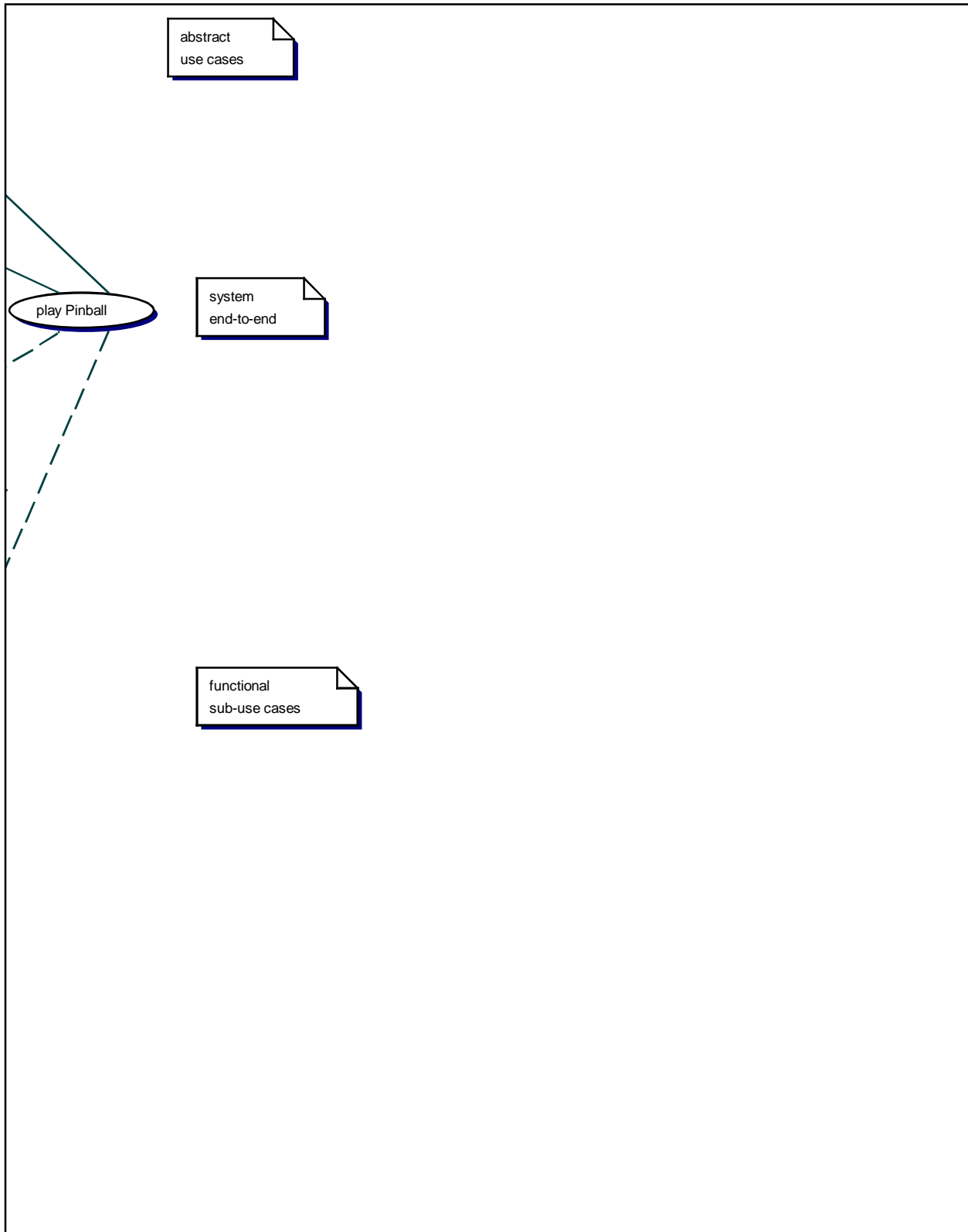
StateChart for MovableSprite

1.1, System Use Cases



1.1, System Use Cases

1.2, System Use Cases



1.2, System Use Cases

1.1, JUnit

