ueorevetom				gameotats] .
usersystem	presenters	CreatePlayerPresenter	SelectPlayerPresenter	Dialog	CreatePlayerActivity Views
		- createPlayerModel: CreatePlayerModel	- selectPlayerModel:	- listener: DialogListener	- createPlayerPresenter: CreatePlayerPresenter
		toastStringView: ToastStringView textStringView: TextStringView	- textStringView: TextStringView - SpinnerStringView: spinnerStringView - toastStringView: ToastStringView	+ onCreateDialog(Bundle savedInstanceState): android.app.Dialog + onAttach(Context context)	# onCreate(Bundle savedInstanceState) # onClick(View v)
models		+showResult(FileSystem fileSystem, String playerName,	+ showText(User/user, String		+ init() + setText(TextView textView,
CreatePlayerModel +generateCareerProperty(String		String career, String weapon):	playerName, String stats, TextView textView)	ScoreBoardActivity - first: TextView	String text) + setResult(String result)
career): Property +generateWeaponProperty(String		textView, String career)	+ showPlayersSpinner(Context context, Spinner spinner, User user)	- second: TextView - third: TextView	RegisterActivity
weapon): Property +createPlayer(FileSystem fileSystem, String playerName, String career, String weapon):		+setWeaponProperty(TextView textView, String weapon)	+ showPlayerAvailableToast(User user/String playerName): boolean	- fourth: TextView - fifth: TextView - scoreBoardPresenter - ScoreBoardPresenter	- registerPresenter: RegisterPresenter
String		RegisterPresenter	Setting Activity 21	# onCleate(Bundle /	# onCreate(Bundle
LoginModel		- registerModel: RegisterMode toastStringView: ToastStringView	# onCreate(Bundle savedInstanceState)	savedInstanceState)	savedInstanceState) + onClick(View v)
+loadUsers(FileSystem fileSystem) +loadScoreBoard(FileSystem		+ show Result(FiteSystem fileSystem String username	+ onClick(View V) + init()	drawscoreBoard(SortStrategy sorrstrategy) injt()	+ init() setResult(String result)
fileSystem) +checkPasswordCorrect(String username, String password):		String password1, String password2): Boolean	SuperActivity	+ onClick(View v) + setText(TextView textView, String text)	SelectPlayerActivity
Boolean			# fileSystem: FileSystem	«interface»	-curUser: User - selectPlayerPresenter:
Register	Model	ScoreBoard/resenter - scoreBoardMødel:	**app: GameApp	Initializable	SelectyPlayerPresenter
+ addNewUser(FileSystem fileSystem, String username, String password1, String		ScoreBoardModel - textStringView: TextStringView	# onCreate(Bundle savedInstanceState)	HooseOrCreatePlayerActivity /	# onCreate(Bundle // savedInstanceState)
password2): String	ر المال	show First(TextView textView,	# onDestroy() # onStop() say	on Create(Bundle dlnstanceState)	+ initSpinner() + onClick(View v) +\init()
ScoreBoardModel		SortStrategy sortStrategy) + SnowSecond(TextView textView, SortStrategy sortStrategy)		onClick /	+ setText(TextView text(View, String text)
+ sortResult(SortSi sortStrategy):		+ showThird(TextView textView,	LoseActivity	LoginActivity	+ setSpinner(Spinner spinner, ArrayAdapter adapter)
ArrayList <map.ent Integer>></map.ent 	ry <string,< td=""><td>+ showFourth(TextView textView, SortStrategy sortStrategy) + showFifth(TextView textView,</td><td></td><td>ogin resenter:</td><td>+ setResult(String result)</td></string,<>	+ showFourth(TextView textView, SortStrategy sortStrategy) + showFifth(TextView textView,		ogin resenter:	+ setResult(String result)
Select Player	r Mode	SortStrategy sortStrategy)	savedInstanceState)	egin resenter	
+ playersAdapter(0 User user): ArrayA		LoginPresenter	WinActivity	onCreate(Buildle vedInstanceState) onClick(View v)	iview of 1
+ playerStats(User user, String playerName, String stats): String		- Ifogin Nodel - toast String View: Toast String View - text String View: Text String View	//+	init() setResult(String result)	«interface»
+ checkPlayerAvai String playerName		y v	# onCreate(Bundle	uinterfoccy	
	Use	+ showResult(FileSystem fileSystem, String username, String password): Boolean	savedInstanceState) + init()	«interface» SpinnerStringView	Toga String New
		+ register(FileSystem fileSystem)	result		A -