Systems Controller **Score** Wave + controlWave - numberOfWave: static int - score: int - SMALL\_FRAGMENT\_POINTS: final int (5) - MEDIUM\_FRAGMENT\_POINTS: final int (10) - smallFragments: int +controlScore - mediumFragments: int - LARGE\_FRAGMENT\_POINTS: final int (15) - largeFragments: int + Wave(): void + updateScore(): void @Override @Override +toString(): String +toString(): String + getScore(): void + getNumberOfWave(): int + setSmallFragments(): void + getSmallFragments(): int + setMediumFragments(): void + getMediumFragments(): int + setLargeFragments(): void + getLargeFragments(): int