# Namespace

**APP**

# Objects

**Controller**

* Init()

**Interaction**

* Init()
* updateScore()
* swipePages()
* backToTop()

**Router**

* Init()
* Change()
* getCurrentRoute()

**Page**

* Render()

**Schedule**

* All()

**Pool**

* All()

**Ranking**

* All()

**Game**

* Single()
* Update()

**Loading**

* Show()
* Hide()

**Feedback**

* Show()
* Hide()