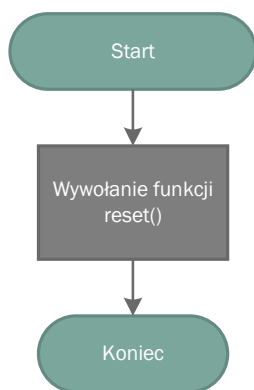
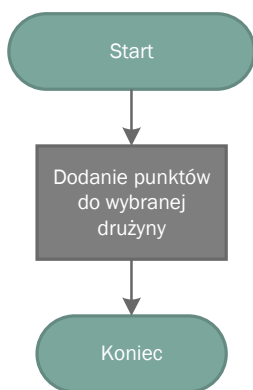


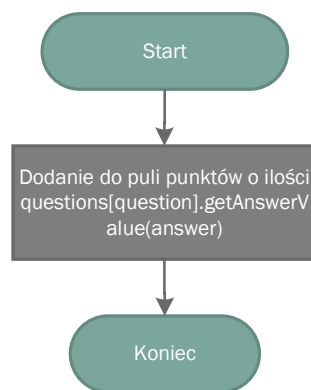
Konstruktor Klasy Game



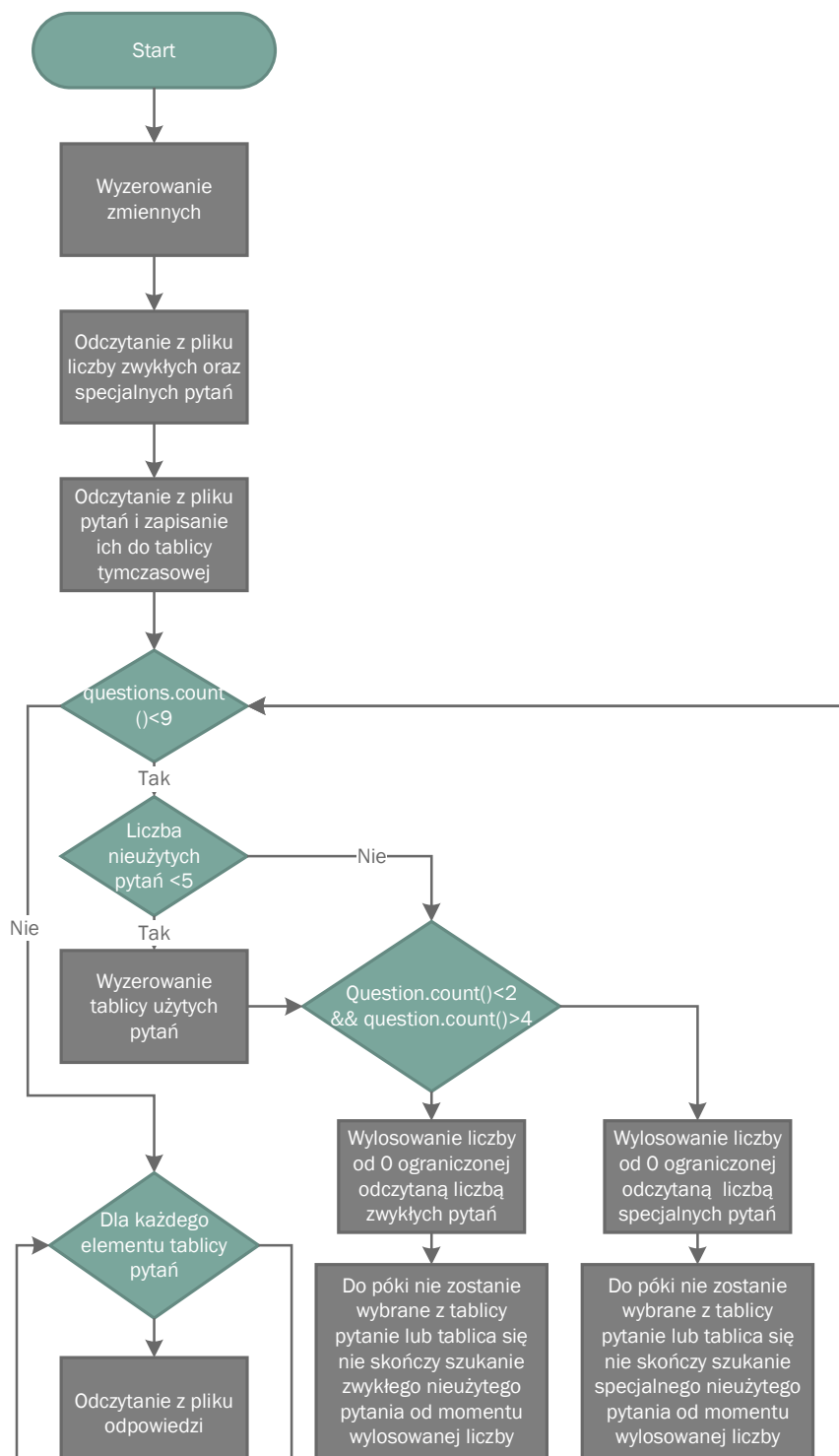
Funkcja addScore(team)



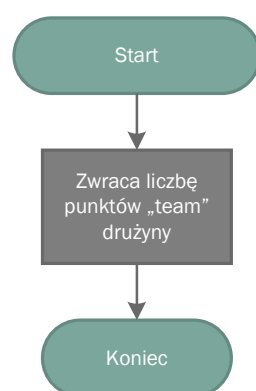
Funkcja addScore(question, answer)



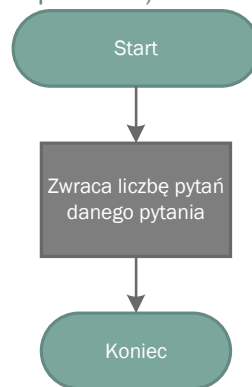
Funkcja reset()



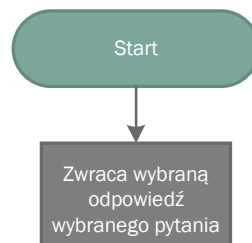
Funkcja getScore(team)

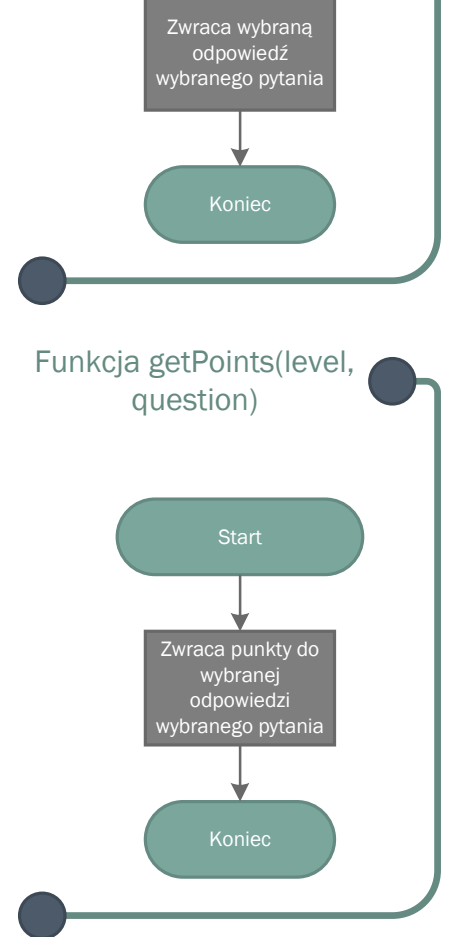
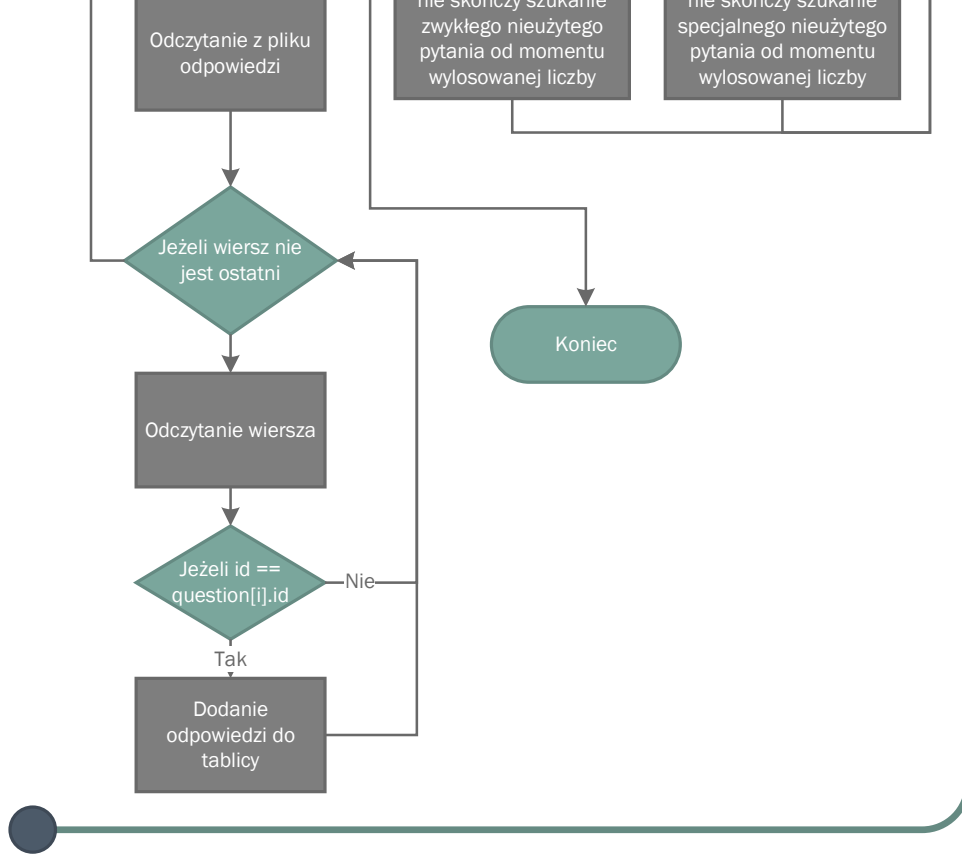


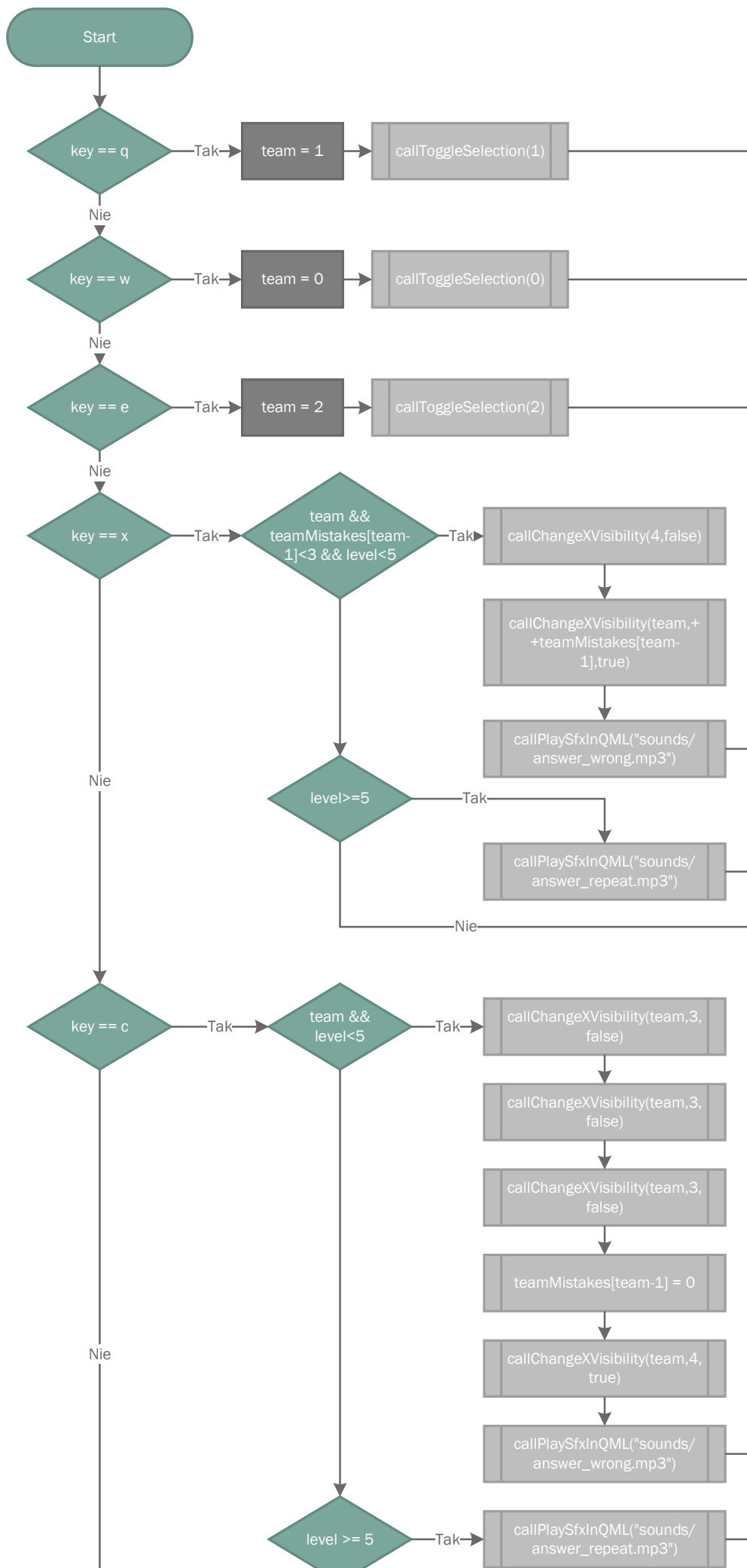
Funkcja getAnswersNum(question)

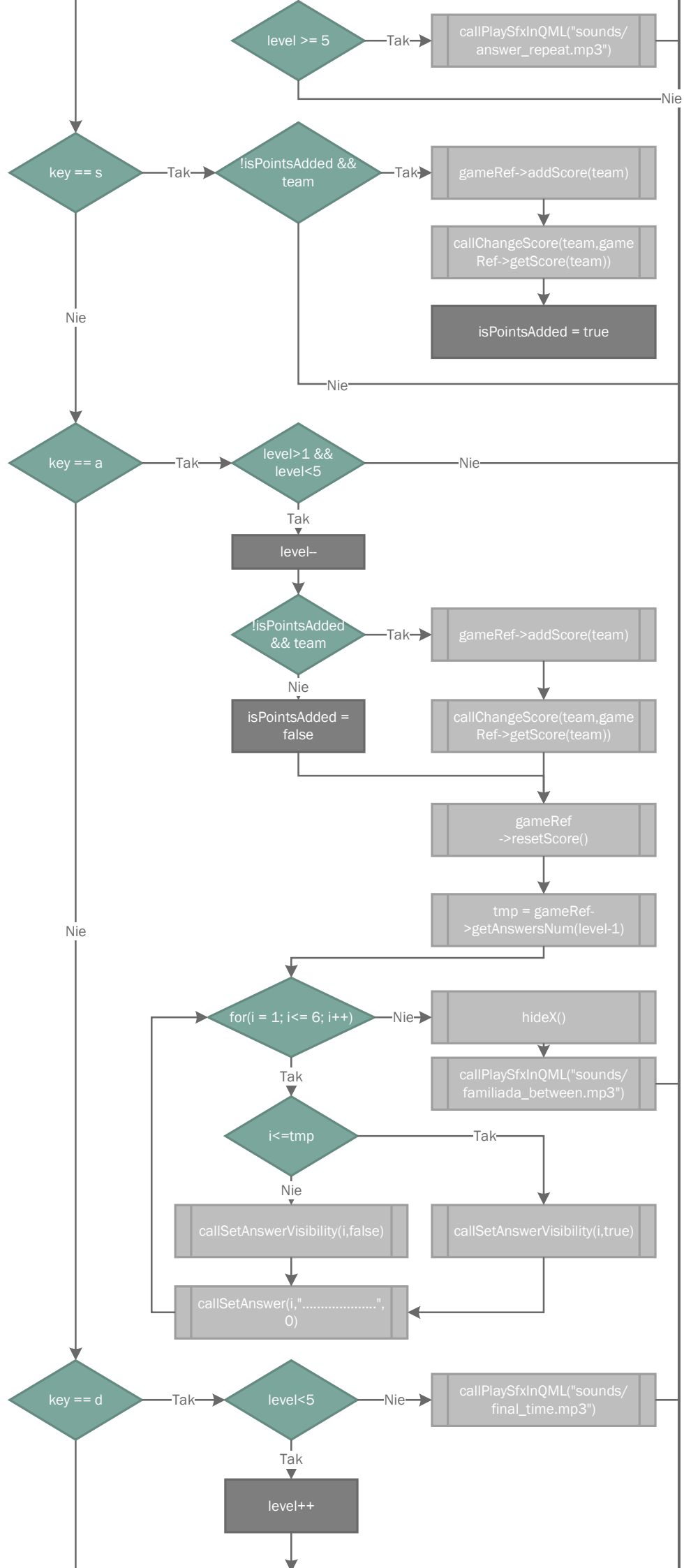


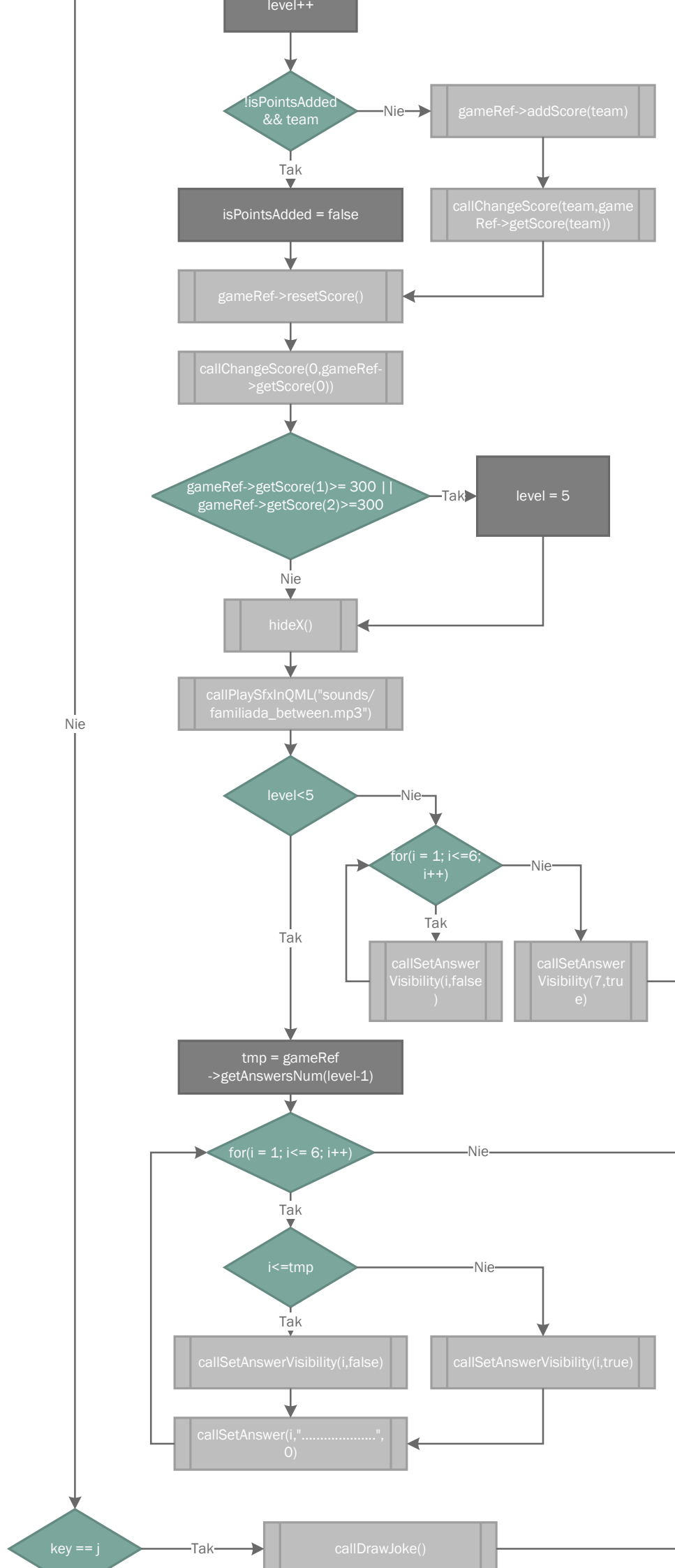
Funkcja getAnswer(level, question)

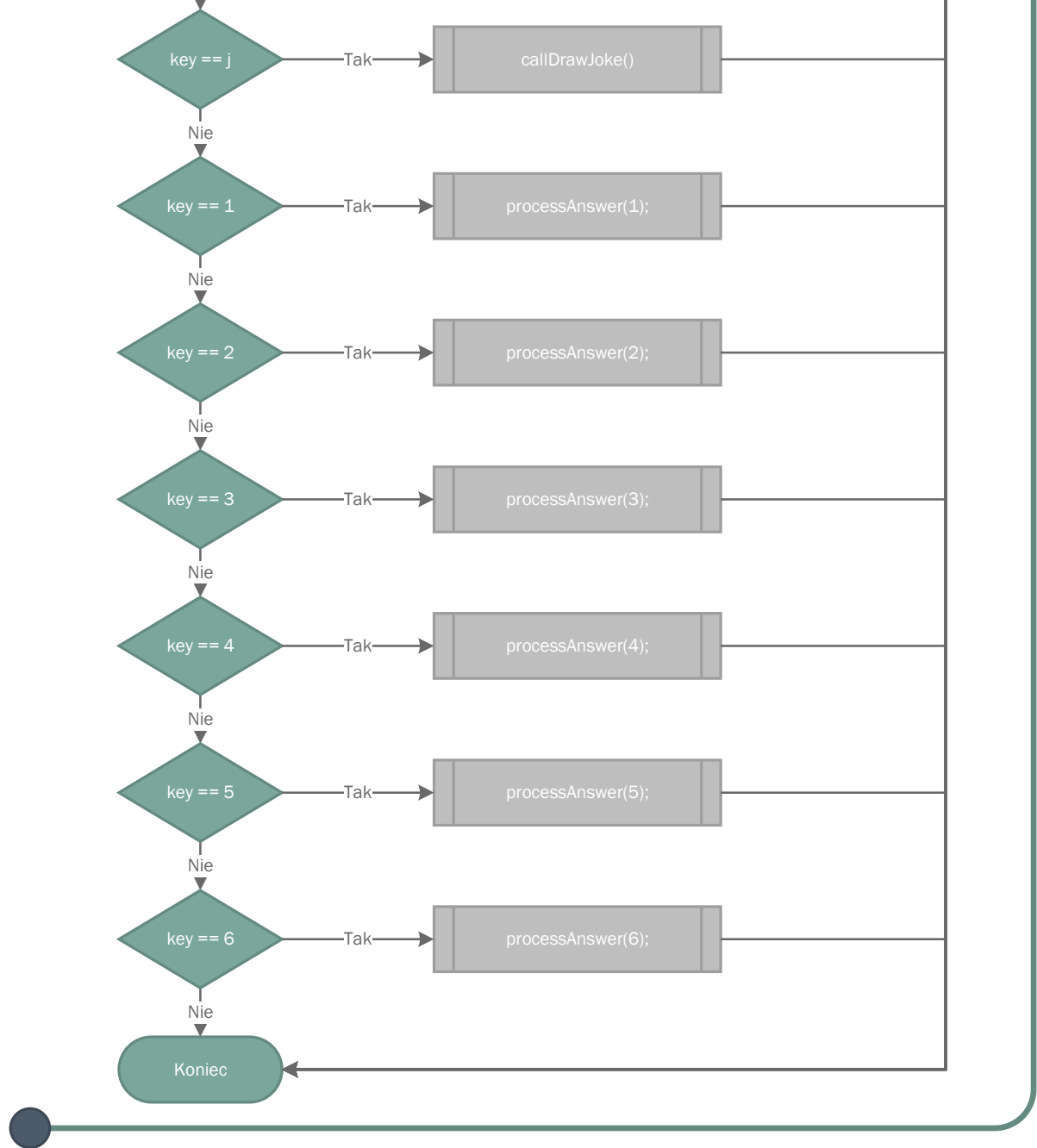




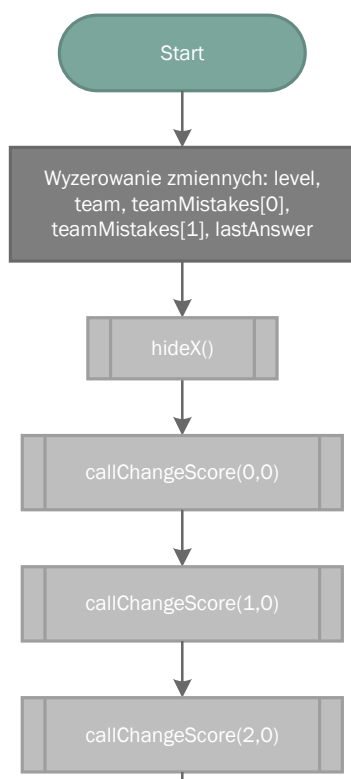




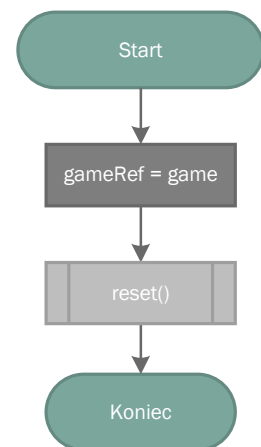




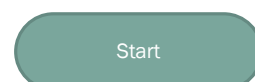
Funkcja reset()

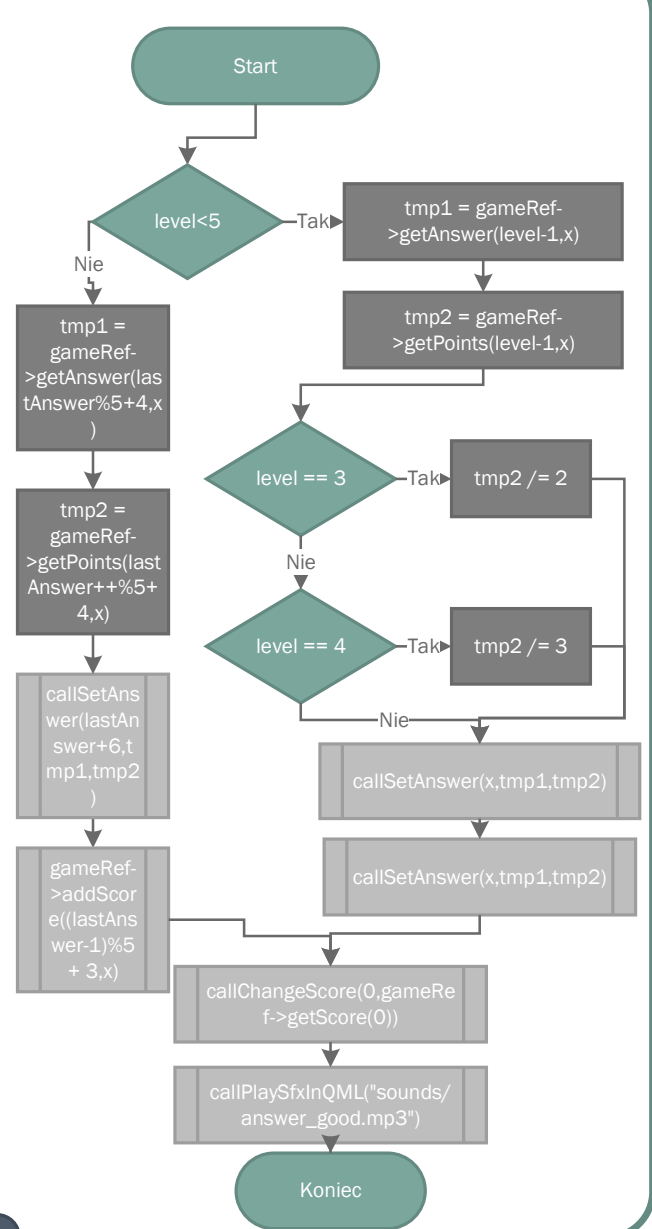
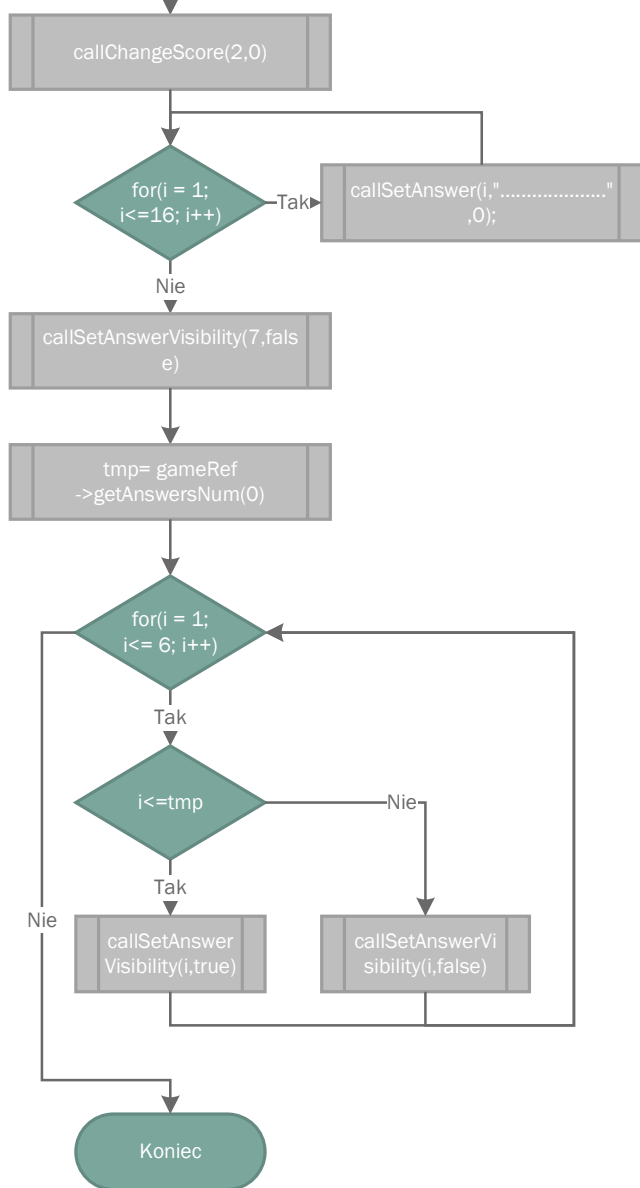


Funkcja
setGameRef(*game)

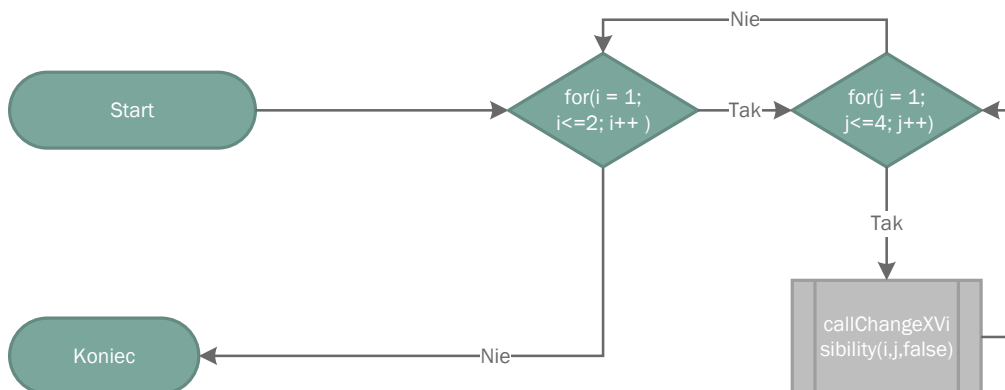


Funkcja processAnswer(qx)

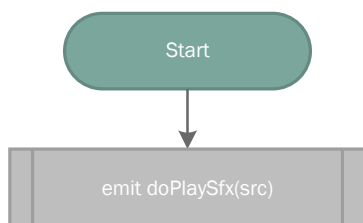




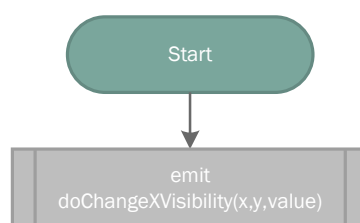
Funkcja hideX()



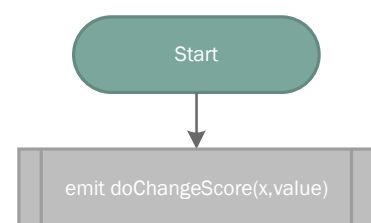
Funkcja
callPlaySfxInQML(src)

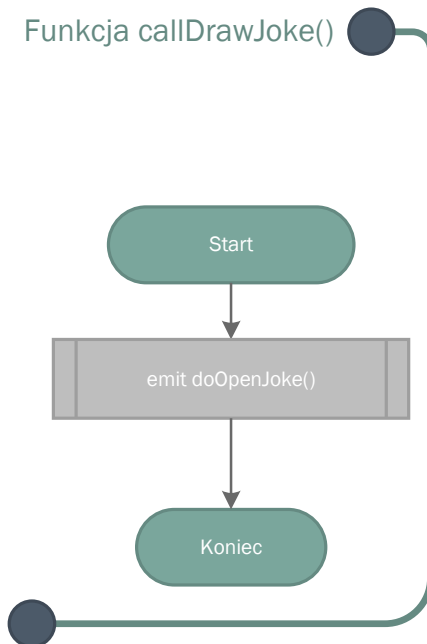
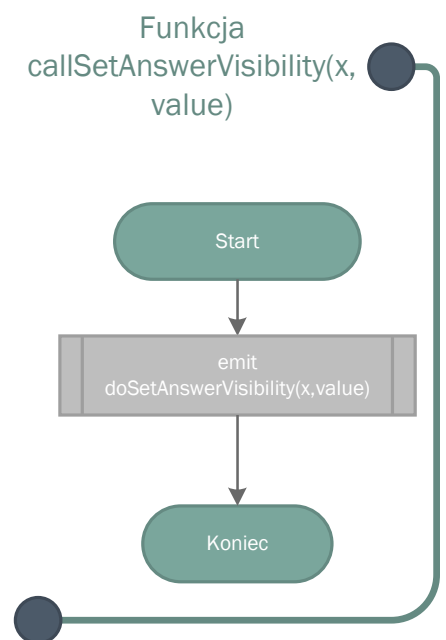
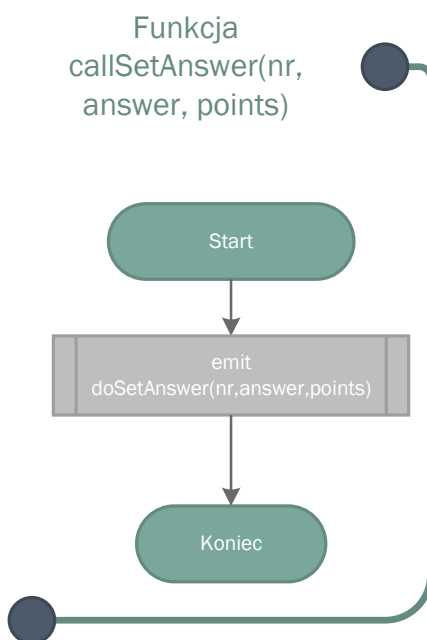
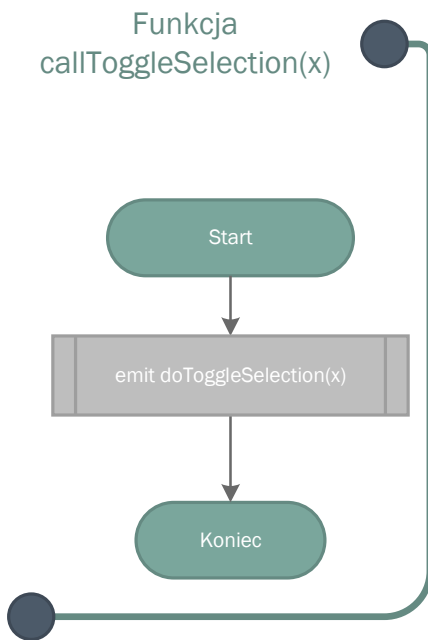
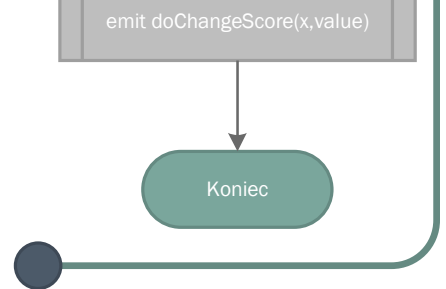
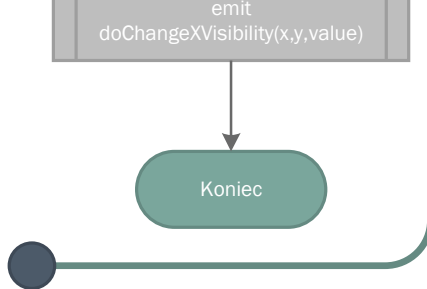
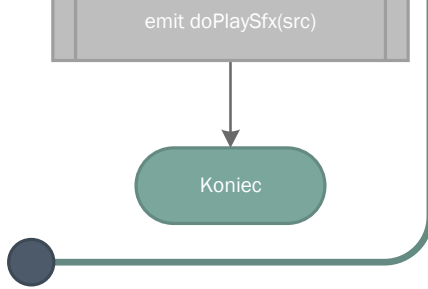


Funkcja
callChangeXVisibility(x,
y, value)



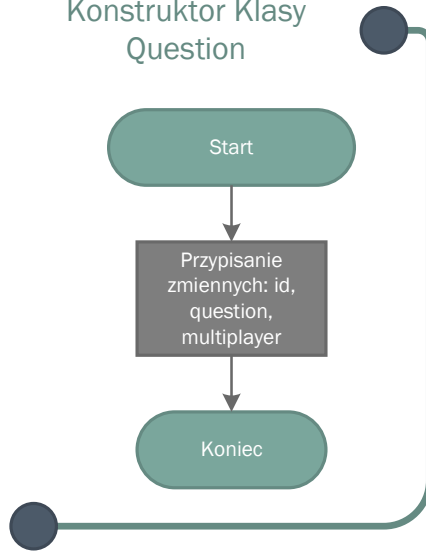
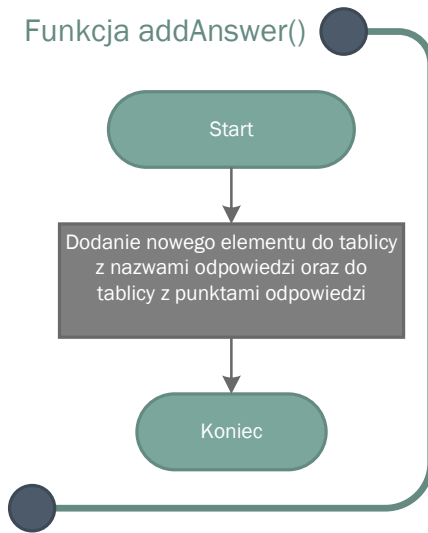
Funkcja
callChangeScore(x,
value)



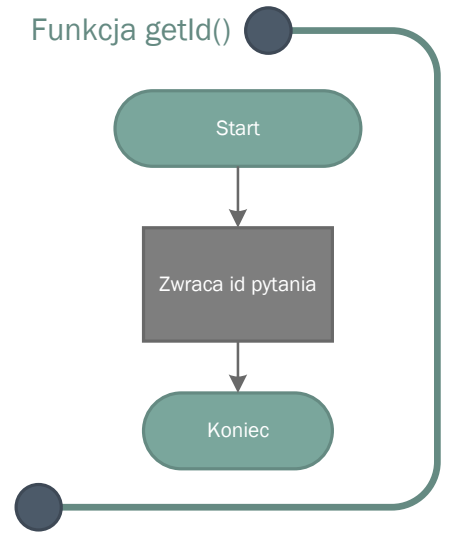


Konstruktor Klasy Question

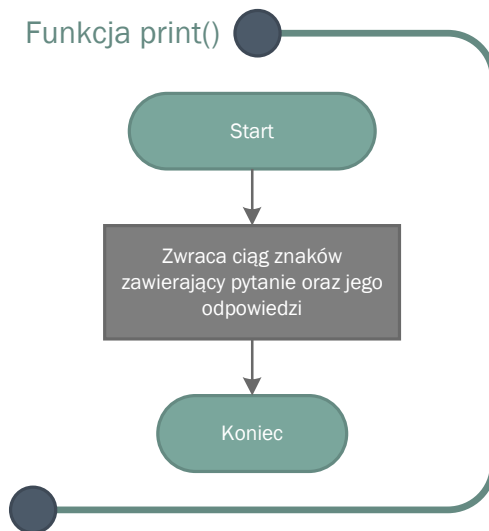
Funkcja addAnswer()



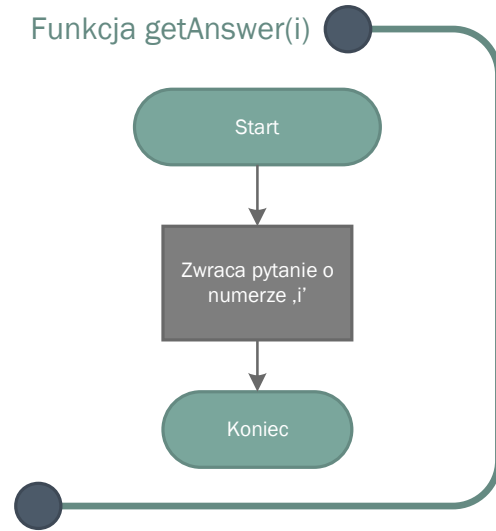
Funkcja getId()



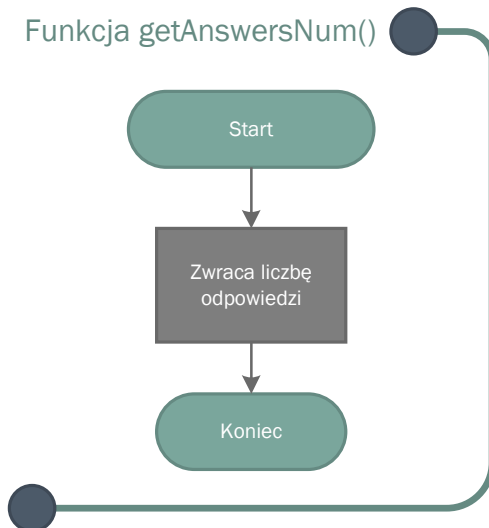
Funkcja print()



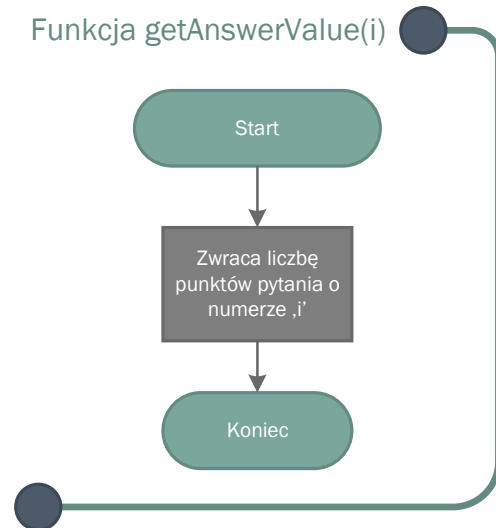
Funkcja getAnswer(i)



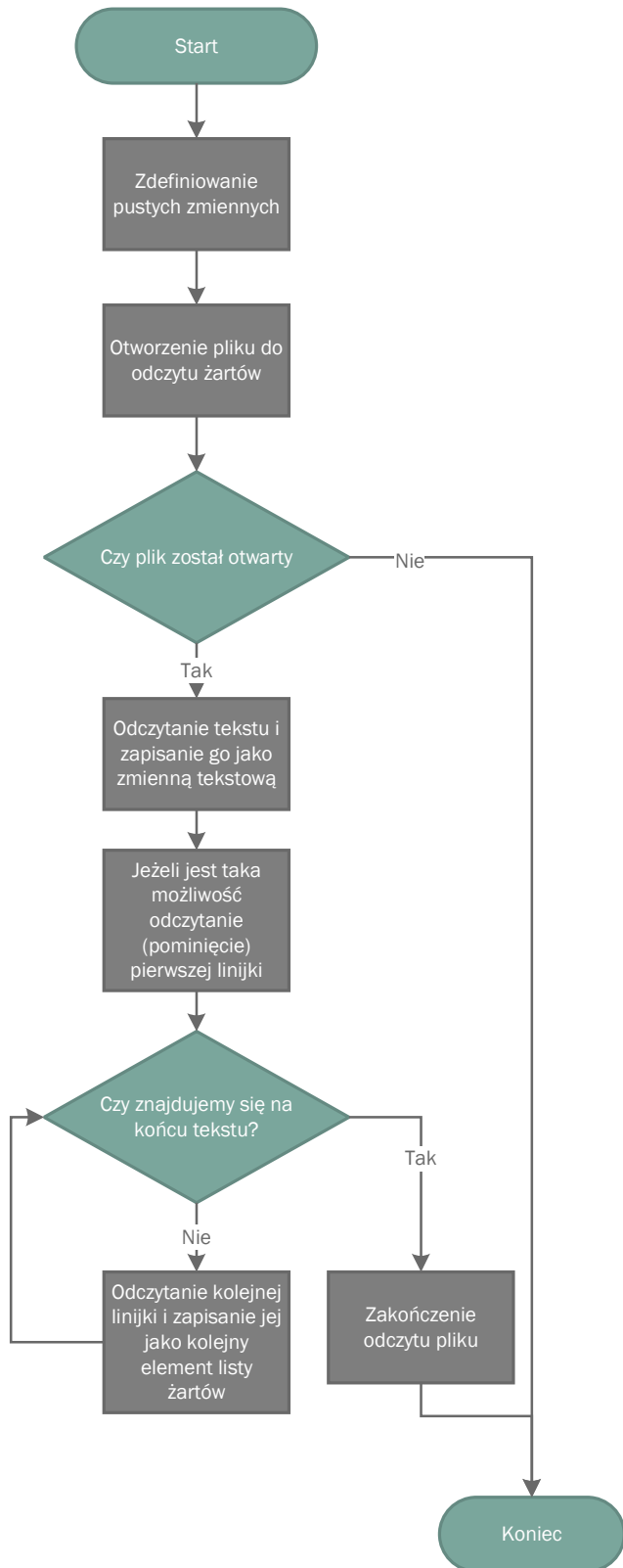
Funkcja getAnswersNum()



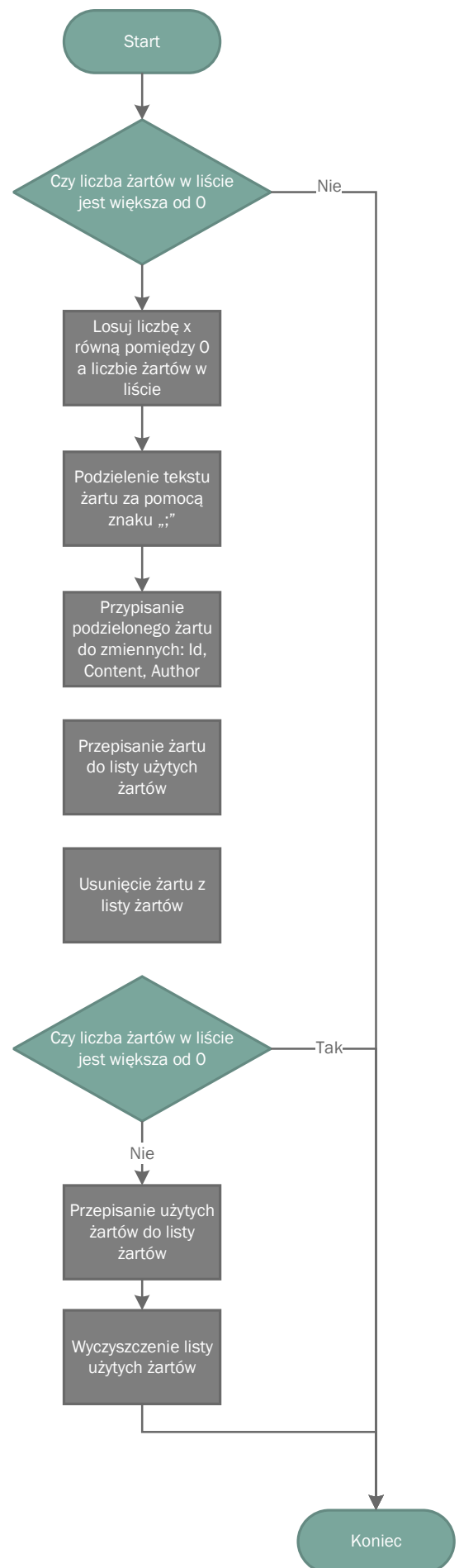
Funkcja getAnswerValue(i)



Konstruktor Klasy Joke



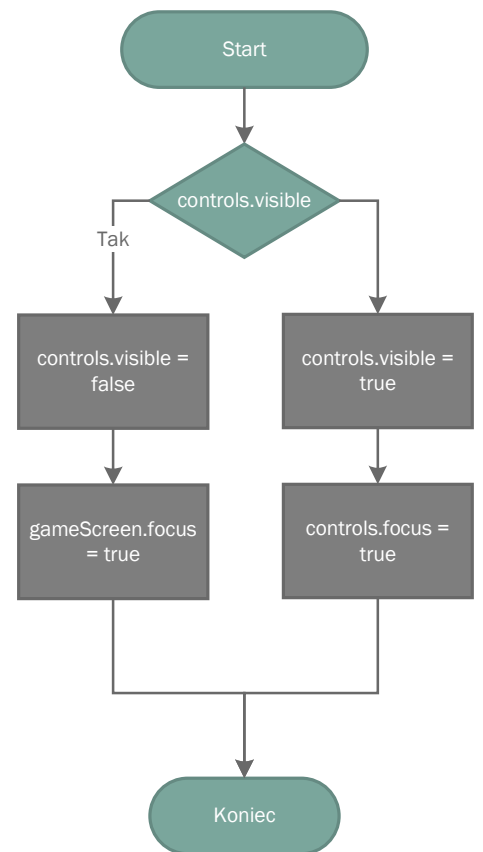
Funkcja drawJoke()



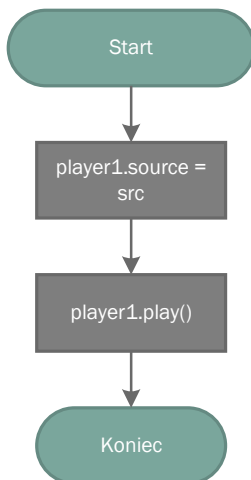
Funkcja changeState(stateName)



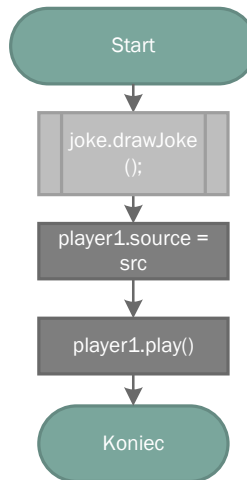
Funkcja addAnswer()



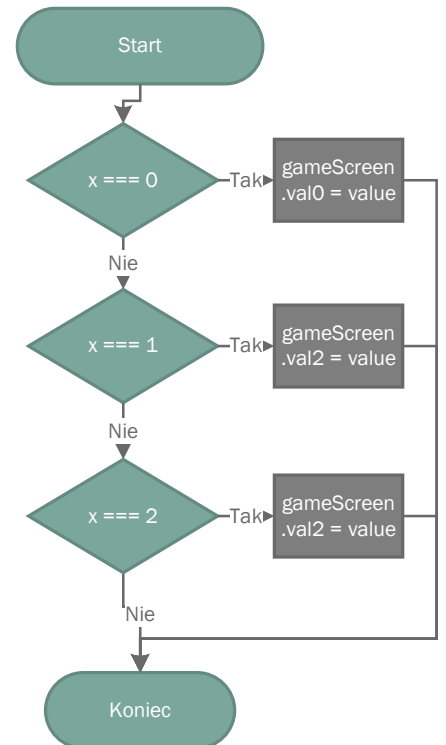
Funkcja playSfx(src)



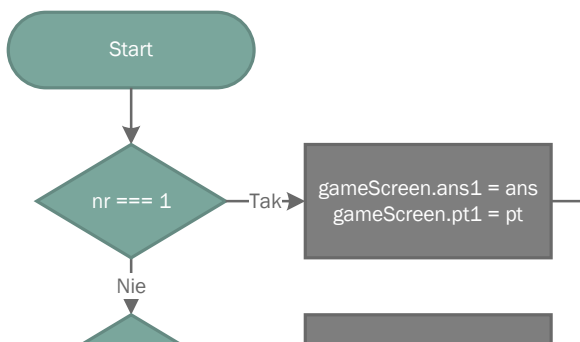
Funkcja openJoke()



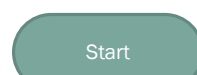
Funkcja changeScore(x,value)

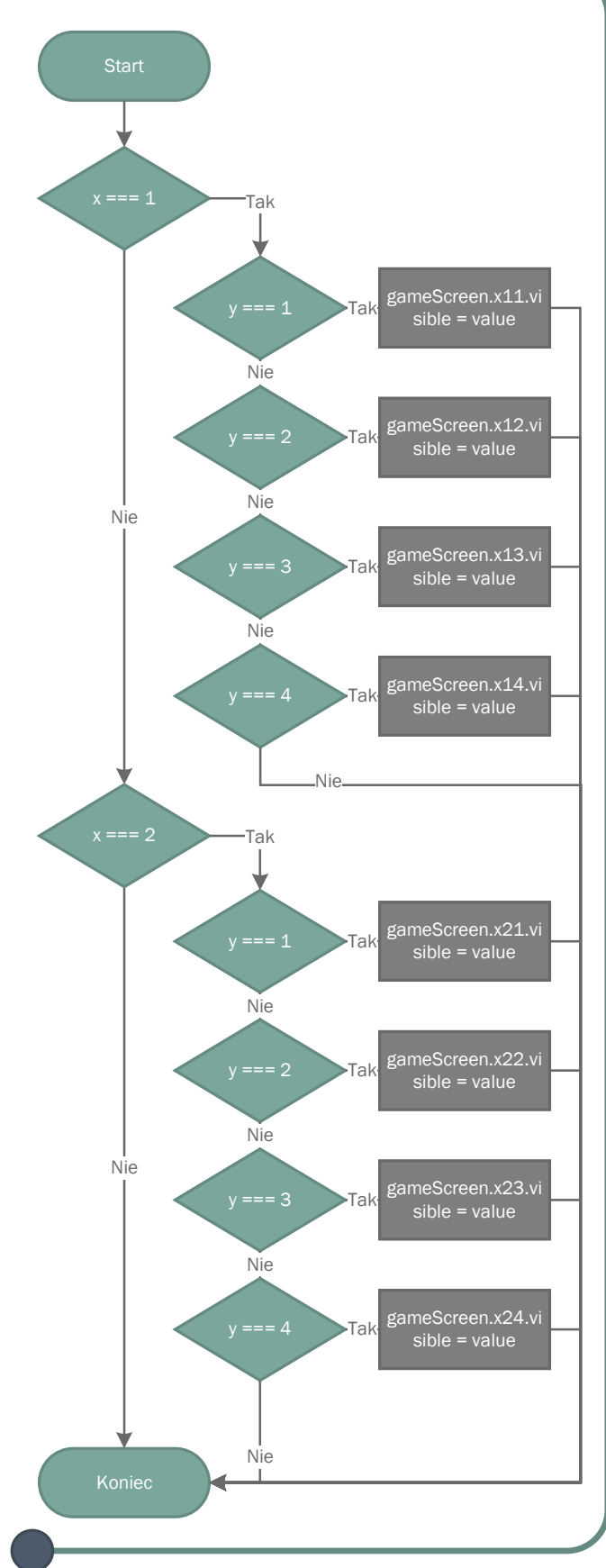
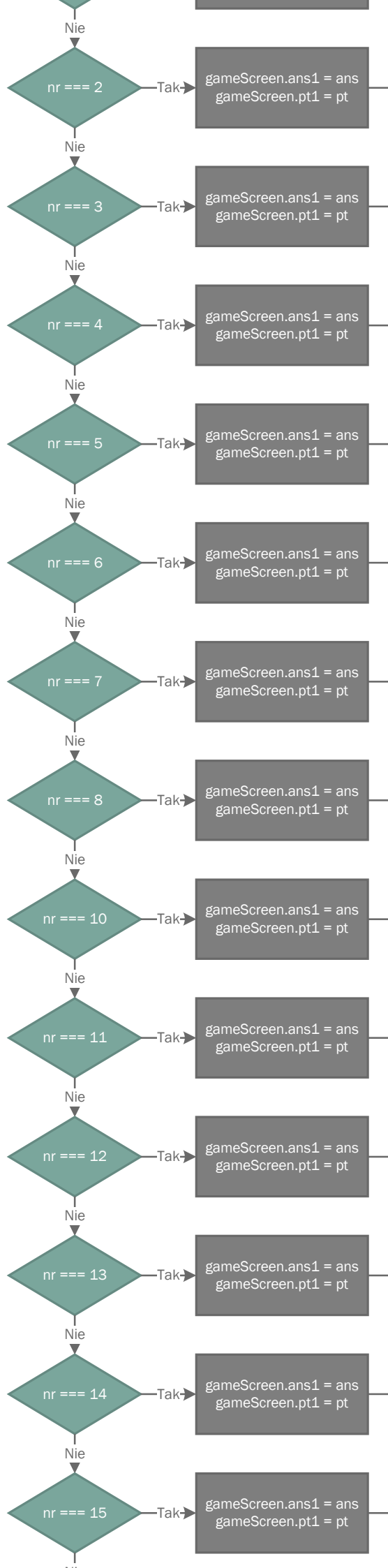


Funkcja setAnswer(nr, ans, pt)

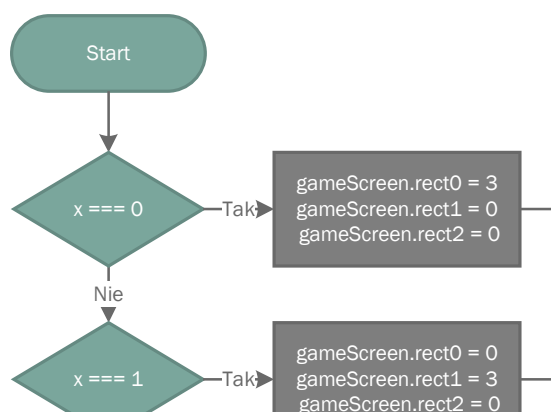


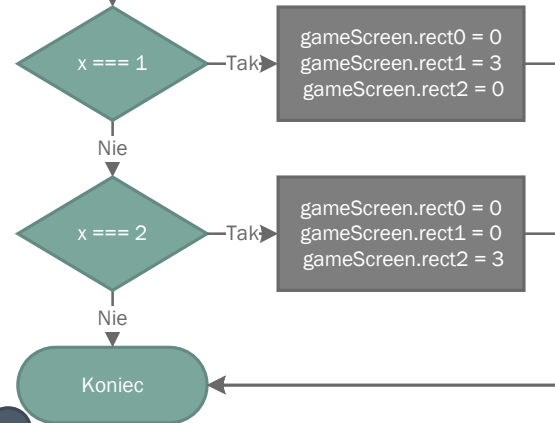
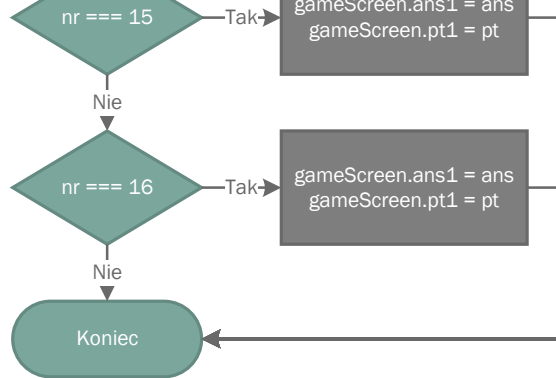
Funkcja changeXVisibility(x,y,value)





Funkcja toggleSelection(x)





Funkcja setAnswerVisibility(x,value)

