|  |  |  |  |
| --- | --- | --- | --- |
| Clase | Cuerpo de la función | Complejidad axiomática | Nivel de anidamiento |
| MyKeyHandler |  | 25 aristas -  20 nodos +2  **= 7** | 2 |
| GameGui |  | 8 (por contar en el grafo) | 7 |
| GameGui |  | 29 Aristas -  23 Nodos + 2  **= 7** | 3 |
| GameGui |  | **1** | 0 |
| mazeObject |  | **1** | 0 |
| GameGui |  | **1** | 0 |
| AbstractAction |  | 12 Aristas -  11 Nodos + 2  **= 3** | 2 |
| SlowAssPlayer |  | **1** | 0 |
| FileLoader |  | 11 Aristas -  8 Nodos +2  **= 5** | 2 |
| FileLoader |  | 26 Aristas -  21 Nodos + 2  **= 7** | 3 |
| FileLoader |  | 25 Aristas -  20 Nodos + 2  **= 7** | 4 |
| FileLoader |  | **1** | 0 |
| FileLoader |  | **1** | 0 |
| FileLoader |  | **1** | 0 |
| FileLoader |  | **1** | 0 |
| FileLoader |  | 13 Aristas -  11 Nodos + 2  **= 4** | 3 |
| gameFileError |  | **1** | 0 |
| HighScore |  | 13 Aristas -  10 Nodos + 2  **= 5** | 1 |
| ScoreGui |  | 43 Aristas -  33 Nodos + 2  **= 12** | 7 |
| ScoreGui |  | 1 | 0 |
| TheArchitect |  | 1 | 0 |
| TheArchitect |  | 1 | 0 |
| TheArchitect |  | 44 Aristas -  36 Nodos + 2  **= 10** | 5 |
| TheArchitect |  | 1 | 0 |
| TheArchitect |  | 1 | 0 |
| TheArchitect |  | 1 | 0 |
| TheArchitect |  | 1 | 0 |
| StupidAssMove |  | 1 | 0 |
| TimeCalculator |  | 1 | 0 |
| TimeCalculator |  | 1 | 0 |
| TimeCalculator |  | 15 Aristas -  13 Nodos + 2  **= 4** | 1 |
| TimeKeeper |  | 6 Aristas -  6 Nodos + 2  **= 2** | 1 |
| TimeKeeper |  | 1 | 0 |
| TimeKeeper |  | 1 | 0 |