

## QuizLevel3

- a = Button
- b = Button
- c = Button
- d = Button
- answerA : TextView
- answerB : TextView
- answerC : TextView
- answerD : TextView
- Next = Button
- getHint = Button
- quit = Button
- Score = TextView
- money = TextView
- question = TextView
- correctQuestionList : ArrayList<String>
- incorrectQuestionList : ArrayList<String>
- totalQuestionList : ArrayList<String>
- currentQuestion : String
- scoreManager : Score Manager

# onCreate ( savedInstanceState : Bundle ) : void

- nextHelper () : void
- switchEnable () : void
- checkCorrect ( text : TextView , correct : String ) : void
- recordFile ( file : File , int adList : ArrayList<String> ) : void

readFile (file to Read : int , wordList : ArrayList < String > ) : void

- scoreString() : String
- moneyString() : string
- getButtons() : ArrayList < Button >
- startTimer() : void

### Game 3 Quiz Front

- start = Button

# onCreate ( savedInstanceState : Bundle ) : void

# setColorScheme() : void

### QuizLevel Bonus

- tf : Button
- mc : Button
- submit : Button
- answer : Button

# onCreate ( savedInstanceState : Bundle ) : void

- scoreString() : String
- moneyString() : string
- getButtons() : ArrayList < Button >
- setUpTimer() : void

## QuizLevel2

- correct = Button
- incorrect = Button
- next = Button
- getHint = Button
- quit = Button
- score = TextView
- money = TextView
- question = TextView
- correctQuestionList = ArrayList<String>
- incorrectQuestionList = ArrayList<String>
- totalQuestionList = ArrayList<String>
- currentQuestion = String
- scoreManager: ScoreManager

# onCreate ( savedInstanceState : Bundle ) : void

- nextHelper() : void
- switchEnable() : void
- checkCorrect ( questionList : ArrayList<String> ) : void
- readfile ( fileToRead : int , addList : ArrayList<String> ) : void
- scoreString() : String
- moneyString() : String
- getButtons() : ArrayList<Button>
- setUpTimer() : void

## MazeLevel1

- money = TextView
- hint : TextView
- yes = Button
- no = Button
- gameMaze View : Game3MazeView
- score Manager : ScoreManager
- timer : TextView
- timeCounter : TimeCounter

### # oncreate (savedInstanceState : Bundle) : void

- SetUpTimer() : void
- checkQuestion() : void
- checkMoney() : void

### # moveHelper( direction = String) : void

- visible (yesvisible : int , notvisible : int , hintVisible : int) : void
- setButtonText() : void

## Game3MazeFront

- start = Button

+ startGame (V = View) : void

# setColorScheme() : void

## Game3MazeView

- cells = Cell[][]
  - columns = int
  - rows = int
  - wallPaint = Paint
  - playerPaint = Paint
  - question1Paint = Paint
  - question2Paint = Paint
  - money1Paint = Paint
  - money2Paint = Paint
  - money3Paint = Paint
  - money4Paint = Paint
  - player = cell
  - question1 = cell
  - question2 = cell
  - MoneyPoint1 = cell
  - MoneyPoint2 = cell
  - MoneyPoint3 = cell
  - MoneyPoint4 = cell
  - randomNum = Random
- + Game3MazeView (Context context = Context, attrs = AttributeSet)
- + SetColumns (columns = int) = void
- + SetRows (rows = int) = void
- + CreateMaze (cols = int, rows = int) = void
- ~ randomCol () = int

- ~ randomRow() : int
- + checkQuestion() : String
- + checkMoney() : String
- + move( direction : String ) : void
- removeWall( current : Cell, next : Cell ) : void
- getNeighbour( cellSelf : Cell ) : Cell
- # onDraw( Canvas : Canvas ) : void
- drawRect( canvas : Canvas, cells : Cell, cellsize : float, margin : float, paint : Paint ) : void

Cell
~ topWall : boolean
~ leftWall : boolean
~ rightWall : boolean
~ bottomWall : boolean
~ Cell( column = int, row = int )

<< Abstract >> Updater
+ updateObjectManager() : void
+ updateTimerText( game : int, timer, TextView ) : void