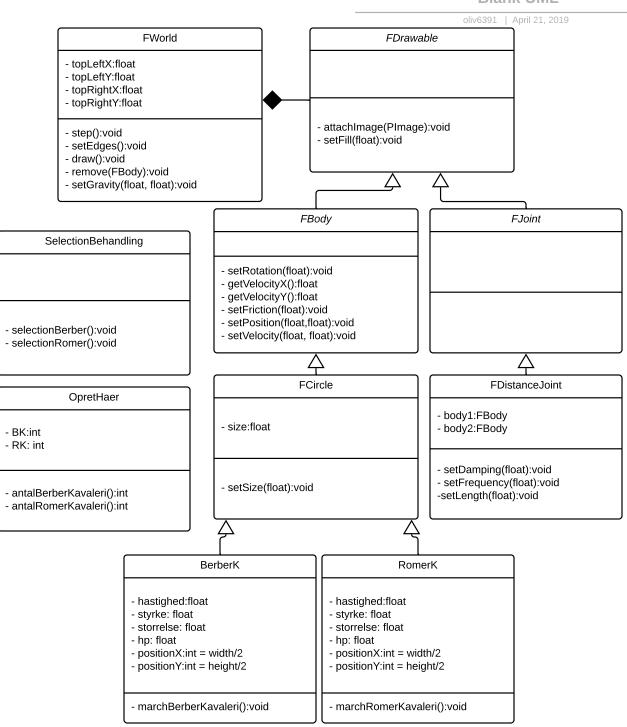
## **Blank UML**



## spilapplikation

- + attribute1:type = defaultValue
- + attribute2:type
- attribute3:type
- display():void
- opdater():void
- setSkaermStart():void
- setSkaermSpil():void
- setRomerHaerSkaerm(): void
- setBerberHaerSkaerm(): void
- museKlik(int, int):void

## <<interface>> skaerm

- resetSkaerm():void
- setupSkaerm(): void
- display():void
- opdater(spilapplikation):void
- museKlik(int,int):void