

Class	AudioHandler	MusicScript	Audio	Enemies	Enemy	EnemySpawner	FollowSpline	EnemyType	Round	Wave	Configuration	EnemyHandler	GameHandler	JsonFileHandler	JsonListImpl	PlayerHandler	RoundHandler	Settings	SkillTree	SceneHandler	MusicToggle	SoundToggle	ChangeImage	HealthLabel	MoneyLabel	StartRoundButton	BombTowerUpgrades	CanonTowerUpgrades	Upgrade	UpgradeMenu	UpgradeTree	BaseTower	BombTower	CanonTower	EnhancedTowerPlacement	Laser	Projectile	Rocket				Sum						
n	28	8	7	5	2	17	19		40	1	2	9	4	2		30	25		8	13	45	18	26	6	24	22	8	4	4	1		40			42		30	28	3	60	2	2	40	665				
N	28		19	5	2	20	30		44	1	2	9	4	4		35	21		8	16	55	26	48	18	32	30	12	6	6	2		53			55		42	44	3	87	3	3	60	902				
Halstead's Program Value																																							8458054 Bits = 1057 KB									
N*log2(n)																																																