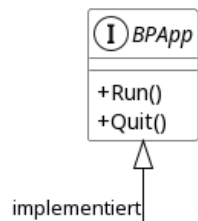


main



implementiert

bpapp

-laeuft bool
 -quit bool
 -breite uint16
 -hoehe uint16
 -musik klaenge.Klang
 -geraeusche klaenge.Klang
 -billard modelle.MiniBillardSpiel
 -quiz modelle.Quiz
 -spielFenster views_controls.Widget
 -quizFenster views_controls.Widget
 -hilfeFenster views_controls.Widget
 -gameOverFenster views_controls.Widget
 -hintergrund views_controls.Widget
 -quitButton views_controls.Widget
 -buttonLeiste []views_controls.Widget
 -renderer views_controls.FensterZeichner
 -mausSteuerung views_controls.EingabeRoutine
 -tastenSteuerung views_controls.EingabeRoutine
 -umschalter hilf.Routine

+NewBPApp(uint16) «Konstruktor»
 -quizUmschalterFunktion()
 -mausSteuerungFunktion(taste uint8, status int8, mausX uint16, mausY uint16)
 -tastenSteuerungFunktion(taste uint16, gedrueckt uint8, tiefe uint16)

klaenge



implementiert

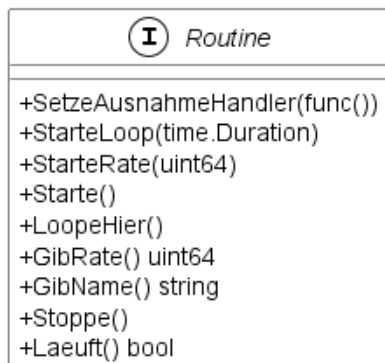
klang

-titel string
 -dauer time.Duration
 -autor string
 -player hilf.Routine

-play func()

+MassivePulseSound() «Konstruktor»
 +CoolJazz2641SOUND() «Konstruktor»
 +BillardPubAmbienceSOUND() «Konstruktor»
 +CueHitsBallSound() «Konstruktor»
 +BallHitsBallSound() «Konstruktor»
 +BallInPocketSound() «Konstruktor»
 +BallHitsRailSound() «Konstruktor»
 -assetDateipfad(string)

hilf

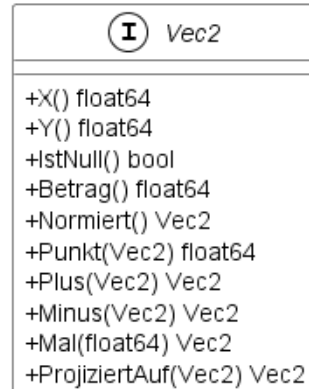


implementiert

routine

-name string
 -rate uint64
 -verzoeigerung time.Duration
 -stop chan bool
 -laeuft bool

-frun func()
 -fausnahme func()
 +NewRoutine(string, func()) «Konstruktor»

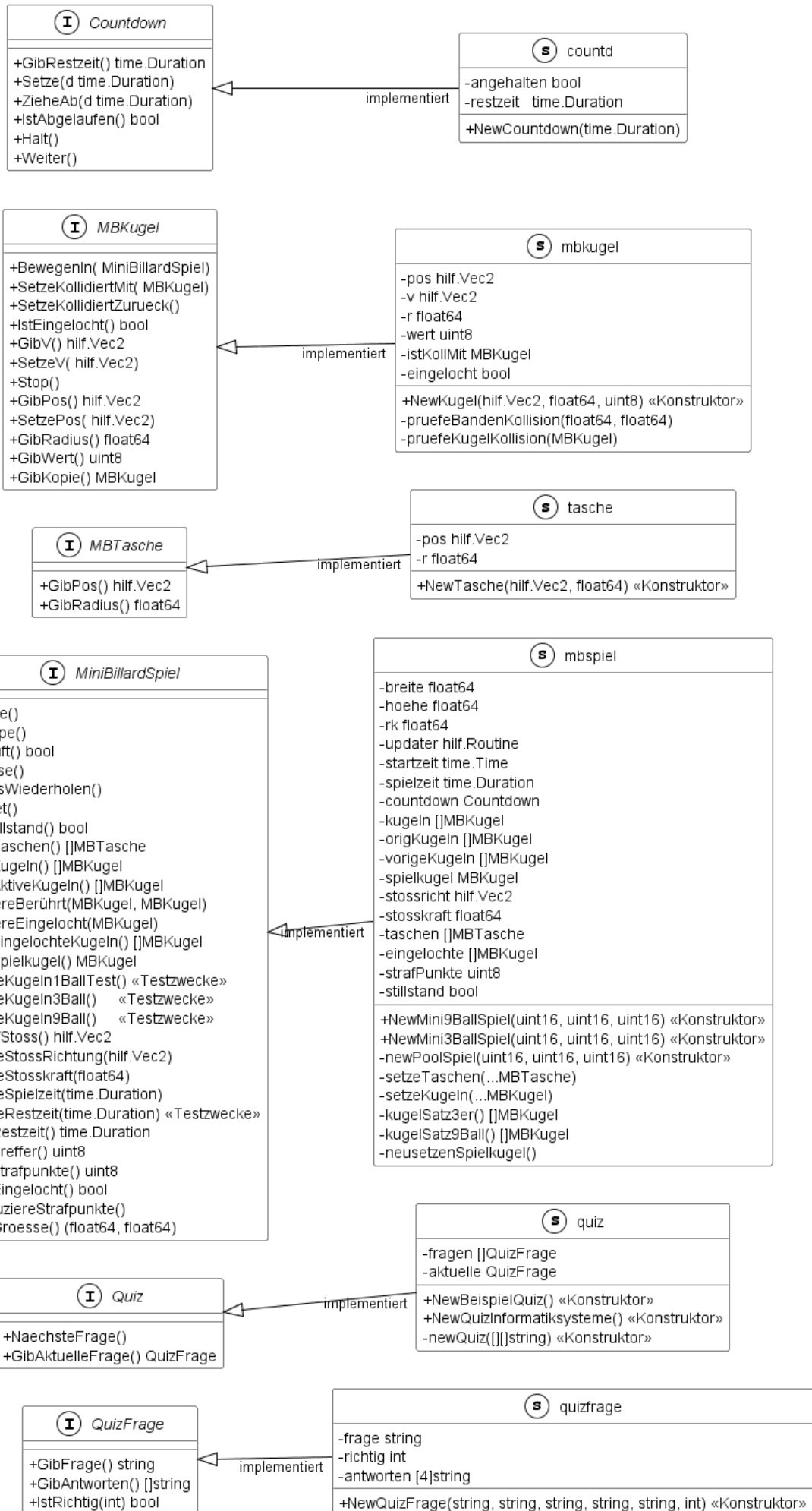


implementiert

v2

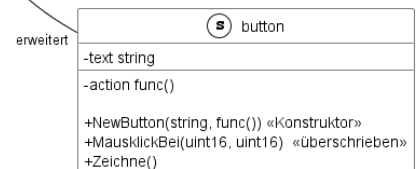
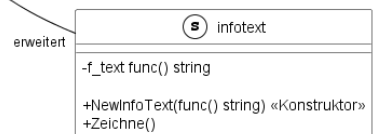
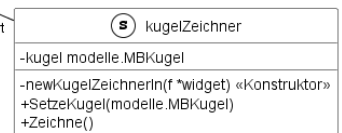
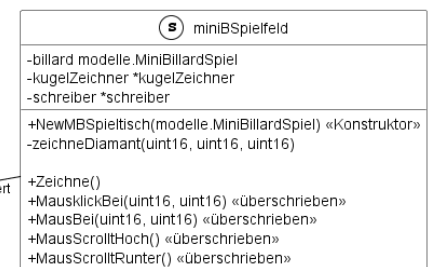
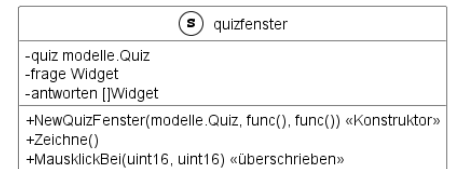
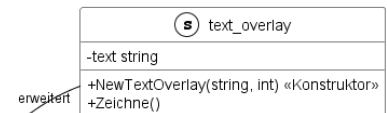
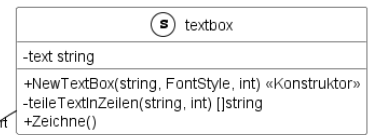
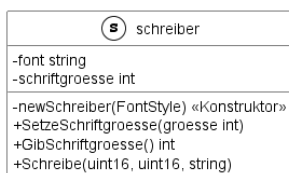
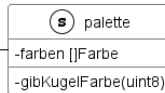
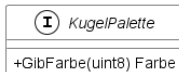
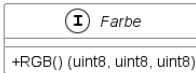
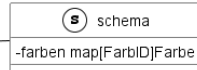
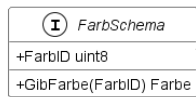
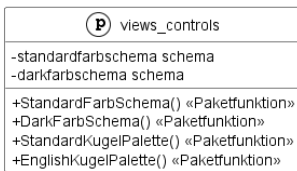
-x float64
 -y float64

+V2(float64, float64) «Konstruktor»
 +V2null() «Konstruktor»

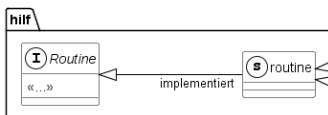
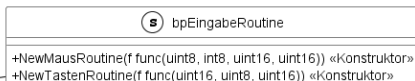
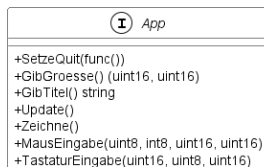
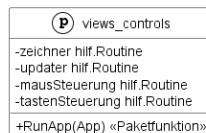


views_controls

«nur Views und Zeichen-Helfer»



views_controls



implementiert

erweitert

erweitert