

ViewHolder ViewHolder ViewHolder (csc207::phase2::UTFantasy::Activities::select::ProductSelectAdapter (csc207::phase2::UTFantasy::Activities::menu::ItemAdapter) (csc207::phase2::UTFantasy::Activities::scoreboard::ScoreBoardAdapter) ~playerName : TextView ~imageView : ImageView ~pokeName : TextView ~pokemonNum : TextView ~level : TextView ~pokeInfo : TextView ~pokemonLV : TextView ~potionname : TextView ~rank : TextView ~checkimage : ImageView ~potionImage : ImageView (csc207::phase2::UTFantasy::Activities::menu) -type : String ProductSelectAdapter -pokemonList : List<Pokemon> (csc207::phase2::UTFantasy::Activities::select) ScoreBoardAdapter -productList : List<Product> = new ArrayList<>() (csc207::phase2::UTFantasy::Activities::scoreboard) -productHashMap : HashMap<Product, Integer> -productList : List<Product> = new ArrayList<>() -productHashMap : HashMap<Product, Integer> -inflater : LayoutInflater -playerList : List<Player> -inflater : LayoutInflater -inflater : LayoutInflater +ItemAdapter(activity : Activity, pokemonList : List<Pokemon>) ~ProductSelectAdapter(activity : Activity, productHashMap : HashMap<Product, Integer>) ~ScoreBoardAdapter(activity : Activity, playerList : List<Player>) +ItemAdapter(activity: Activity, productList: HashMap<Product, Integer>) +getCount(): int +getCount(): int +getCount(): int +getItem(position : int) : Object +getItem(position : int) : Object +getItem(position : int) : Object +getItemId(position: int): long +getItemId(position: int): long +getItemId(position: int): long +getView(position: int, view: View, viewGroup: ViewGroup): View +getView(position : int, view : View, viewGroup : ViewGroup) : Vi... +getView(position: int, view: View, viewGroup: ViewGroup): View ~updateRecords(productHashMap : HashMap<Product, Integer>) : void -updateRecords(pokemonList : List<Pokemon>) : void -adapter PlayerInfoActivity ProductSelectActivity (csc207::phase2::UTFantasy::Activities) (csc207::phase2::UTFantasy::Activities::menu) (csc207::phase2::UTFantasy::Activities::select) ~player : Player ~player : Player -player : Player ScoreBoardActivity -userIO : UserIO = UserIO.getSingletonUserIo() -userIO : UserIO = UserIO.getSingletonUserIo() -userIO : UserIO = UserIO.getSingletonUserIo() (csc207::phase2::UTFantasy::Activities::scoreboard) -showingScoreCheckBox : CheckBox ~selectedProduct : Product -potionList : ListView -playerList : List<Player> -infoMediator : InfoMediator ~productHashMap : HashMap<Product, Integer> -pokemonList : ListView -adapter : ScoreBoardAdapter -infoMediator : InfoMediator -adapter1 : ItemAdapter #onCreate(savedInstanceState : Bundle) : void #onCreate(savedInstanceState : Bundle) : void -infoMediator : InfoMediator -adapter : ProductSelectAdapter -setPlayerStatistics(): void +sortByPokemonLv(view : View) : void -setScoreCheckBox(): void #onCreate(savedInstanceState : Bundle) : void #onCreate(savedInstanceState : Bundle) : void +sortByPokemonNum(view : View) : void +checkSelectedItem(): void -setCharacter_name(): void -drawListViews() : void -addPokemon() : void -drawToggleButton() : void -setCharacter_gender_and_profile(): void -setTextView(): void -drawBackButton(): void -setMoney(): void -setButtons(): void -drawControlButton(position: int, adapter: ItemAdapter): void -setCharacter_description(): void -setViewList() : void -checkOnlyOne(product : Product) : void -setBackToMain() : void +changeShowingScore(view : View) : void -reset() : void +getTopPercentilByPokemonLv(player : Player) : String CustomizeActivity EndingActivity (csc207::phase2::UTFantasy::Activities) (csc207::phase2::UTFantasy::Activities) -userIO : UserIO = UserIO.getSingletonUserIo() #onCreate(savedInstanceState : Bundle) : void -progress : int = 0 -name : String ScoreCalculator -gender : String -textViewName : TextView (csc207::phase2::UTFantasy::Activities::scoreboard) -textViewGender: TextView -playerList : List<Player> -editTextName : EditText +ScoreCalculator(playerList : List<Player>) -radioGroup : RadioGroup +getListsortByPokemonLv(): List<Player> -infoMediator -buttonBoy : RadioButton +getListSortByPokemonNum(): List<Player> -buttonGirl : RadioButton +getTopPercentileByPokemonLv(player : Player) : String #onCreate(savedInstanceState : Bundle) : void -goChooseGender(): void -move_to_main() : void (csc207::phase2::UTFantasy::Activities) SystemActivity -validatePlayerName(): void -player : Player (csc207::phase2::UTFantasy::Activities) << Property>> -description : String -userIO : UserIO = UserIO.getSingletonUserIo() +InfoMediator(player : Player) StartUpActivity #onCreate(savedInstanceState : Bundle) : void +setSelectedPokemon(selectedProduct : Product) : void (csc207::phase2::UTFantasy::Activities) -setSave_button(): void -infoMediator +getPokemonList(): List<Pokemon> #onCreate(savedInstanceState : Bundle) : void -setLogout_button() : void +getProductHashMap(): HashMap<Product, Integer> infoMediator -navigateToLoginActivity(): void -logout(): void ~getGender() : String -navigateToScoreBoardActivity(): void -setBack_button() : void

~getGenderImage(): int

+swapPokemon(position : int) : void +discardPokemon(position : int) : void

+getMoney() : String

+resetSelect(): void

Activities