

<<Java Class>>
MainActivity

- Spielfeld: int[][]
- Klicks: int
- startTime: long
- timeHandler: Handler
+ dialog: Builder
+ timeInMilliseconds: long
+ timeSwapBuff: long
+ updateTime: long
+ bestZeit: long
+ bestKlicks: long
- updateTimerThread: Runnable
- bef: void

+ MainActivity()
- loadHighscore():void
- saveHighscore():void
- changeStatus():void
- befülleSpielfeld():void
onCreate(Bundle):void
+ onCreateOptionsMenu(Menu):boolean
+ btnSpielen(View):void
+ btnRegeln(View):void
+ btnZurueck(View):void
+ Klick(View):void
- showWinDialog():void
- changeImage(int,int):void
- changeKreuz(int,int):void
- winCheck():boolean
- countKlick():void
- stopTime():void
- idwriter(int,int):String

