

<<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

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

<<GUI>>**Welcome_gui**

- + btnSpielen(View)
- + btnRegeln(View)
- + imgLogo
- + imgGras
- + txtHighscore
- + txtWerte

<<GUI>>**Rules_gui**

- + imgLogo
- + imgHintergrund
- + txtUberschrift
- + txtRegeln
- + btnZurück(View)

<<GUI>>**Game_gui**

- + imgLogo
- + imgHintergrund
- + grid
20 x btnFeldXY(View)
- + txtdateZeit
- + txtintKlicks