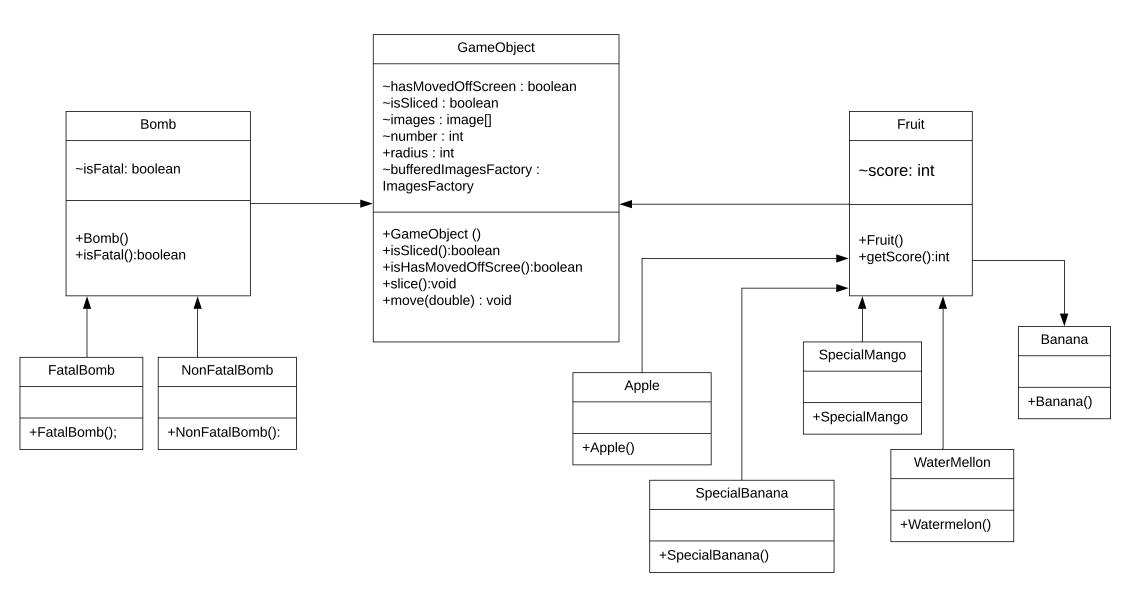
~ StartTime : int ~timerLabel: Label; ~ timeSeconds :Integer ~ timeline :Timeline ~random :Random ~pathT: PathTransition ~ CurrScore : int #mouse: Sprite - indexX :double # indexY: double # scene :Scene; - background :Image ; +controller : Controller; -fatalBomb :ArrayList<Sprite> - objects :ArrayList<Sprite> HomeScreen - -normalBomb : ArrayList<Sprite> - specialFruit :ArrayList<Sprite> - -stage :Stage Sprite -stage : Stage -types :String[] -controller : Controller ~objectsNumb: int -image : Image -easy : Button #mouse 0...1 ~fatalbomb: int -positionX : double -hard: Button ~normalBomb : int -positionY: double ~specialFruits: int +width :double objects 0...* ~fatalbombDur : int +height: double ~normalBombDur: int #number: int fatalBomb 0...* ~pathFruitDur: int ~img : ImageVeiw -level 0...1 ~label2 : label ~random : Random ~scoreImg : label -pic : int normalBomb 0... +HomeScreen():void +HomeScreen(Stage):void +LevelView(Controller,Stage) +Sprite() +getController : Controller -fillTypes (): void +Sprite(Image , int) specialFruits 0...* +setController (Conttoller) :void +getStage();Stage -getBoundart():Rectangle2D -setStyle(Button):void +level():void -getboundaryOfMouse():Rectangle2D +screen():void -setLabel(Label) :void +interscts(Sprite) :boolean -createNewLevel (LevelModel):void +repeatSpecialFruit():void +setImage(Image):void -ButtonSound():void +setSpecialFruit():void +setPathOfSpecialFruit():void +setFatalBomb():void +repreatingFatalBomb():void +setNormalBomb():void +repeatingNormalBomb():void +repeatingImage():void +setFruit():void +setPositionX(Sprite):void +setPositionY(Sprite):void +setPath(Sprite, int):void +cut(Stage):void -setStyle(Button):void -GameOberScene(Stage):void +updateScore(int): void +endGame():void +udpateLives():void +objectOutOfTheScreen():void #GameOverSound():void #soundSclicing():void -gameMusic():void

-bombSound():void

LevelView

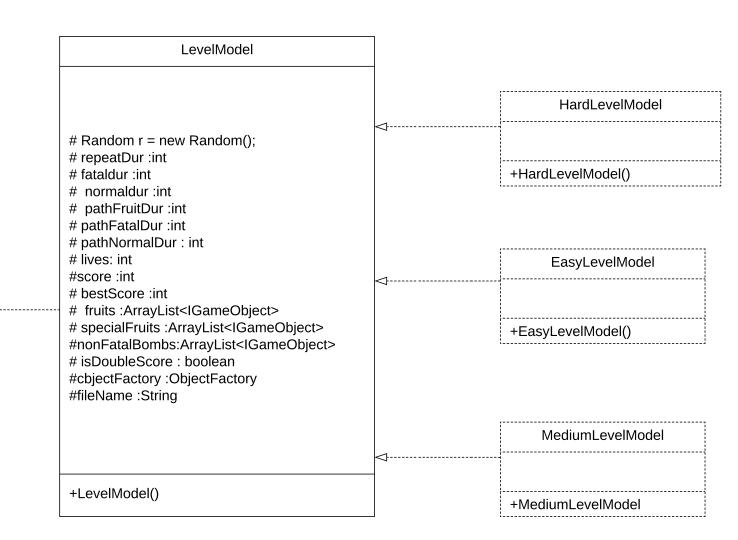
- root :Group

GraphicsContext gc;canvas : Canvas# bestScore : int



<<interface>> **ILevelModel** +saveBestScore():void +loadBestScore():void +decreaseLives():void +sliceNonFatalBomb(int):void +sliceSpecialFruit(int):void +sliceFruit(int):void +getFatlbomb():IGameObject +getNonFatlbomb():IGameObject +getRandomFruit():IGameObject +getRandomSpecialFruit():IGameObject +getBestScore();int +getPathFatalDur():int +getPathNormalDur():int +getPathFruitDur():int +getFatalDur():int +getNormalDur():int +getRpeateDur():int +getFruits():ArrayList<IGameObject> +getScore():int +getLives():int

+setDoubleScore(boolean):void

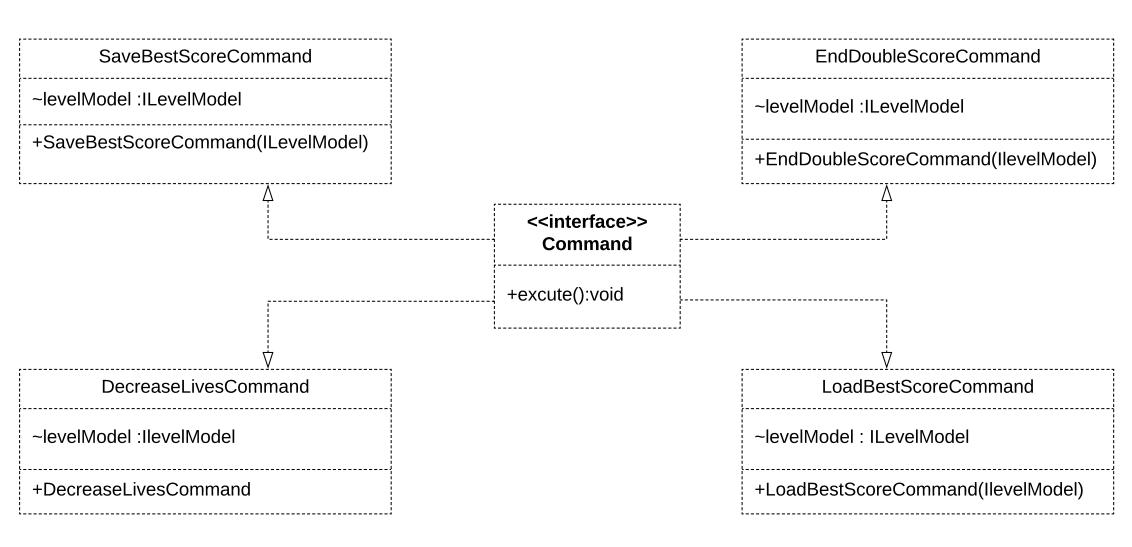


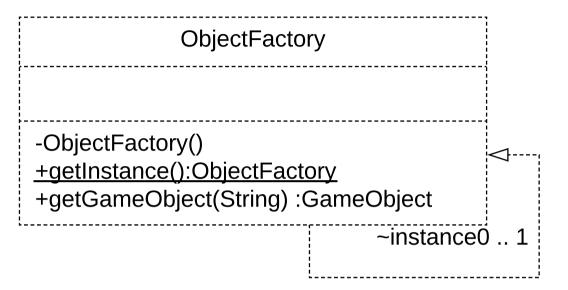
<<interface>>

- +getRepeatDur():int
- +getFatalDur():int
- +getNormalDur():int
- +getPathFruitDur():int
- +getPathFatalDur():int
- +getPathNormalDur():int
- +endDoubleScore():void
- +slicFruit(int): void
- +checklflSSliced(int): void
- +sliceSpecialFruit(int): void
- +sliceFatalBomb():void
- +sliceNonFatalBomb():void
- +setLevelView(LevelView):void
- +setLevelModel(ILevelModel): voif
- +getFruit():IGameObject
- +getFatalBomb():IGameObject
- +getSpecialFruit():IGameObject
- +getNonFatalBomb():IGameObject

Controller

- ~levelModel: ILevelModel
- ~levelView: LevelView
- ~commandsMap : HashMap<String , Command>
- +Controller(ILevelModel , LevelView)
- +Controller()





```
ImagesFactory
-ImageMap :HashMap<String , Image[]>
-ImagesFactory();
+getInstance():ImagesFactory
-fillMap():void
+getWatermelonImages():Image[]
+getBananalmages():Image[]
+getAppleImages():Image[]
+getSpecialBananalmages():Image[]
+getSpecialMangoImages():Image[]
+getFatalBombImages():Image[]
+getNonFatalBombImages():Image[]
```

~instance