







<<interface>>
IController

+getRepeatDur():int
+getFatalDur():int
+getNormalDur():int
+getPathFruitDur():int
+getPathFatalDur():int
+getPathNormalDur():int
+endDoubleScore():void
+slicFruit(int) : void
+checkIfIsSliced(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()





