







<b>+ HomePage</b>	extends AppCompatActivity
	fields
~	sharedPreferences : SharedPreferences
~	textViewUsername : TextView
~	user : CurrUser
—	constructors
	methods
+	btnContinueFunc ( view: View ) : void
+	btnNewGameFunc ( view: View ) : void
+	logout () : void
+	btnLogoutFunc ( view: View ) : void
+	goCurrentLevel () : void
#	onCreate ( savedInstanceState: Bundle ) : void
+	btnScoresFunc ( view: View ) : void
+	onBackPressed () : void

<b>+ LevelSelectScreen</b>	extends AppCompatActivity
	fields
~	currUser : CurrUser
~	btnButtonPress : Button
~	btnMathGame : Button
~	btnCardFlip : Button
~	goCustomization : Intent
—	constructors
	methods
#	onCreate ( savedInstanceState: Bundle ) : void
+	goCustomizationScreen () : void
+	btnButtonPressFunc ( view: View ) : void
+	btnMathGameFunc ( view: View ) : void
+	btnFlipCardFunc ( view: View ) : void

<b>+ CustomizationScreen</b>	extends AppCompatActivity
	fields
~	radioGroupColor : RadioGroup
~	radioGroupDifficulty : RadioGroup
~	radioGroupSoundtrack : RadioGroup
~	radioCheckedColor : RadioButton
~	radioCheckedDifficulty : RadioButton
~	radioCheckedSoundtrack : RadioButton
~	radioRed : RadioButton
~	radioBlue : RadioButton
~	radioGreen : RadioButton
~	radioNoSoundtrack : RadioButton
~	radioSoundtrack1 : RadioButton
~	radioSoundtrack2 : RadioButton
~	user : CurrUser
—	constructors
	methods
+	btnStartFunc ( view: View ) : void
#	onCreate ( savedInstanceState: Bundle ) : void