

+ **MathGame** extends AppCompatActivity

[-] fields

~ btnReduce1 : Button
~ btnReduce2 : Button
~ btnReduce3 : Button
~ btnReduce4 : Button
~ btnReset : Button
~ textTimeDisplay : TextView
~ textScore : TextView
~ textValue : TextView
~ fourNum : ArrayList<Integer>
~ fourBtn : ArrayList<Button>
~ rand : Random
~ fourNumBound : int
~ numOfAdditions : int
~ numOfAdditionBounds : int
~ startValue : int
~ startValueHolder : int
~ randomIndex : int
~ time_ms : int
~ intHolder : int
~ timer_set : boolean
~ timer : CountdownTimer
~ instructions : String
~ levelOnCreate : LevelOnCreate
~ user : CurrUser
~ numCorrect : int
~ numFailedAttempts : int
~ timeHolder : int

— constructors —

[-] methods

~ generateFourNumArray (bound: int) : void
~ generateStartValue (bound: int) : void
~ setUpReduceBtns () : void
+ btnReduceMethod (view: View) : void
+ btnReset (view: View) : void
~ reset () : void
~ goMathGameResult () : void
+ start_time () : void
~ updateScore () : void
- changeBtnColor () : void
onCreate (savedInstanceState: Bundle) : void
+ onBackPressed () : void

+ **MathGameResult** extends AppCompatActivity

[-] fields

~ totalCorrect : int
~ totalFailedAttempts : int
~ time : int
~ speed : double
~ textTotalCorrect : TextView
~ textFailedAttempts : TextView
~ textSpeed : TextView
~ user : CurrUser
~ resultFacade : ResultFacade

— constructors —

[-] methods

onCreate (savedInstanceState: Bundle) : void
+ goHome () : void
+ btnFinishFunc (view: View) : void
+ onBackPressed () : void