+ **ButtonClickMain** exten... AppCompatActi...

fields
- buttons: Button...
- ~ r: Random
- ~ timer: CountDownTimer
- ~ user: CurrUser
- ~ diff_time: int
- ~ numClic... : int
- ~ score: int
- ~ scoreTxt: TextView
- ~ scorePlacehol... : String
- ~ instructi... : String
- ~ levelOnCreate: LevelOnCreate

construct...

methods
- + goButtonClickRe... (): void
- - buttonVisVisi... (butto... Button...): void
- - handleOnClick(button: Button): OnClickListe...
- - handleIncorrect(): OnClickListe...
- # onCreate(savedInstanceSt... Bundle): void
- + onBackPres... (): void

+ **ButtonClickResult** exten... AppCompatActi...

fields
- ~ numberCli... : int
- ~ correctSc... : int
- ~ resultFac... : ResultFac...

construct...

methods
- # onCreate(savedInstanceSt... Bundle): void
- + tol2Game(view: View): void
- + onBackPres... (): void