

+ LevelOnCrea...

— fields —

[-] construct...

+ LevelOnCreate(contex... Context, instructio... String)

+ LevelOnCreate(contex... Context, instructio... String, t: CountdownTime)

..... methods

+ ResultFacade

[-] fields —

- user: CurrUser

- currLevel: int

- scoreBoardDataIn... : ScoreBoardDataInput

- context: Context

[-] construct...

+ ResultFac... (contex... Context)

[-] methods

+ getUser(): CurrUser

+ dataSave(score: int): void