

## D raw Board

allotmentSprite: SpriteallotmentTexture: Texture

+ change: bool

changeSprite: Sprite
changeTexture: Texture
enemySprite: Sprite
enemyTexture: Texture
figureSprite: Sprite
figureTexture: Texture

freeCellSprite: Sprite

freeCellTexture: Textureoffset: intsizeOfBoard: int

+ draw(RenderTexture&, int, int, int, shared\_ptr<Cell>, Vector2int, shared\_ptr<SinglyNode<Cell> >, int, shared\_ptr<SinglyNode<Cell> >, int, shared\_ptr<SinglyNode<Cell> >, int, shared\_ptr<SinglyNode<Cell> >, int, int)

setInformation(int, int): void



## Graphic

- backgroundSprite: shared\_ptr<Sprite>
- backgroundTexture: shared\_ptr<Texture>
- drawBoard: DrawBoard
- event: Event
- globalTimer: Clock
- needBackground: bool
- screenHeight: int
- screenWidth: int
- textureForWindow: shared\_ptr<RenderTexture
- window: shared\_ptr<RenderWindow>
- + close(): void
- + draw(Board&, int): void
- $+ \quad drawInRenderTexture (Board \&, int): void \\$
- drawPrivate(): void
- drawPrivate(Board&, int): void
- drawWindow(): void
- + getEvent(): Event
- $+ \quad {\tt getPositionOfMouse(): Vector2int}$
- + getTimeAsMicroseconds(): long long
- + getTimeAsMilliseconds(): long
- + Graphic(int, int)
- + isOpen(): bool
- + pollEvent(): bool
- + setInformation(int, int, int, int, string): void
- + setInformation(Board&, int): void