

## StatistikViewController

-model: StatistikModel  
-stage: scene2d.Stage  
-InputProcessor: InputMultiplexer

+StatistikViewController()  
+update()

-toMainmenu()

+dispose()  
+show()  
+hide()  
+resume()  
+pause()  
+render(delta: float)  
+resize(width: int, height: int)