

ReductionViewController

-model: ReductionModel

-stage: scene2d.Stage

-lambdaTerm: LambdaTermViewController = null

-inputProcessor: InputMultiplexer

+ReductionViewController()

+update(model: ReductionModel)

+dispose()

+show()

+hide()

+resume()

+pause()

+render(delta: float)

+resize(width: int, height: int)

+pauseChanged(paused: boolean)

+busyChanged(busy: boolean)

+reductionFinished(levelComplete: boolean)

ReductionModelObserver