StatistikModel

-ownerID : String
-playedTime : long

-solved : int
-played : int

-successRate : float

-usedHints : int

-gemsEnchanted :int-gemsPlaced : int

-lambsEnchanted: int

-lambsPlaced: int

+getOwnerID() : String

+getPlayedTime(): long

+setPlayedTime(playedTime: long)

+getsolved(): int

+setsolved(solved: int)

+getPlayed(): int

+setPlayed(played: int)

+getSuccessRate(): float

+setSuccessRate(successRate: float)

+getUsedHints() : int

+setusedHints(usedHints:int)

+getGemsPlaced(): int

+setGemsPlaced(GemsPlaced: int)

+getGemsEnchanted(): int

+setGemsEnchanted(GemsEnchanted: int)

+getLambsPlaced(): int

+setLambsPlaced(LambsPlaced: int)

+getLambsEnchanted(): int

+setLambsEnchanted(GemsEnchanted: int)

LevelSattistic

-levelID : String

getLeveIID() : int