StatisticModel

-playedTime: long
-solved: int
-played: int
-success: int
-successRate: float
-owner: ProfileModel
-packagesComplete: int
-usedHints: int
-gemsEnchanted: int
-gemsPlaced: int
-lambsEnchanted: int
-lambsPlaced: int

+getPlayedTime():long
+getSolved(): int
+getPlayed(): int
+getSuccess(): int
+getSuccessRate(): float
+addSolvedLevel(levelId: int)
+getOwner(): ProfileModel
+setPlayedTime(playTime: long)
+setPlayed(played: int)
+setSuccessRate()
+setSuccess(success: int)
+resetStatistics()
+getPackagesComplete(): int
+setPackagesComplete(packagesComplete: int)
+getusedHints(): int
+setusedHints(usedHints: int)
+getGemsEnchanted():int
+setGemsEnchanted(gemsEnchanted: int)
+getLambsEnchanted(): int
+setLambsEnchanted(LambsEnchanted: int)
+getGemsPlaced():int
+setGemsPlaced(gemsPlaced : int)
+getLambsPlaced(): int
+setLambsPlaced(lambsPlaced : int)

SimpleClass

LevelId: String

getLevelId() : String