StatisticModel

-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

+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

Levelld: String

getLevelld() : String