

## 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 )