ReductionViewController

- -model: ReductionModel
- -stage: scene2d.Stage
- -lambdaTermView: LambdaTermView
- -inputProcessor: InputMultiplexer
- +ReductionViewController(term: LambdaTerm)

ReductionModelObserver

```
model = new ReductionModel(term);
model.addObserver(this);
lambdaTermView = new LambdaTermView(term, ?);
stage.addActor(lambdaTermView);
lambdaTermView.setLocation(???);
inputProcessor = new InputMultiplexer();
inputProcessor.addProcessor(new GestureDetector.GestureAdapter(){
  public boolean zoom(float initialDistance, float distance) {
  // etc
inputProcessor.addProcessor(stage);
Gdx.input.setInputProcessor(inputProcessor);
```