StatistikModel

-GemPlaced : int -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

+ getSolvedLevels(): List<int>

+getPlayed(): int

+getSuccess(): int

+getSuccessRate(): float

+addSolvedLevel(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)

+getGemPlaced():int

+setGemPlaced(GemPlaced: int)

+getGemPlaced():int

+setGemPlaced(GemPlaced: int)

+getLambsPlaced():int

+setLambsPlaced(LambsPlaced: int)

LevelSattistic

-levelID: ID

getLeveIID():int

setLevel(levelID: int)