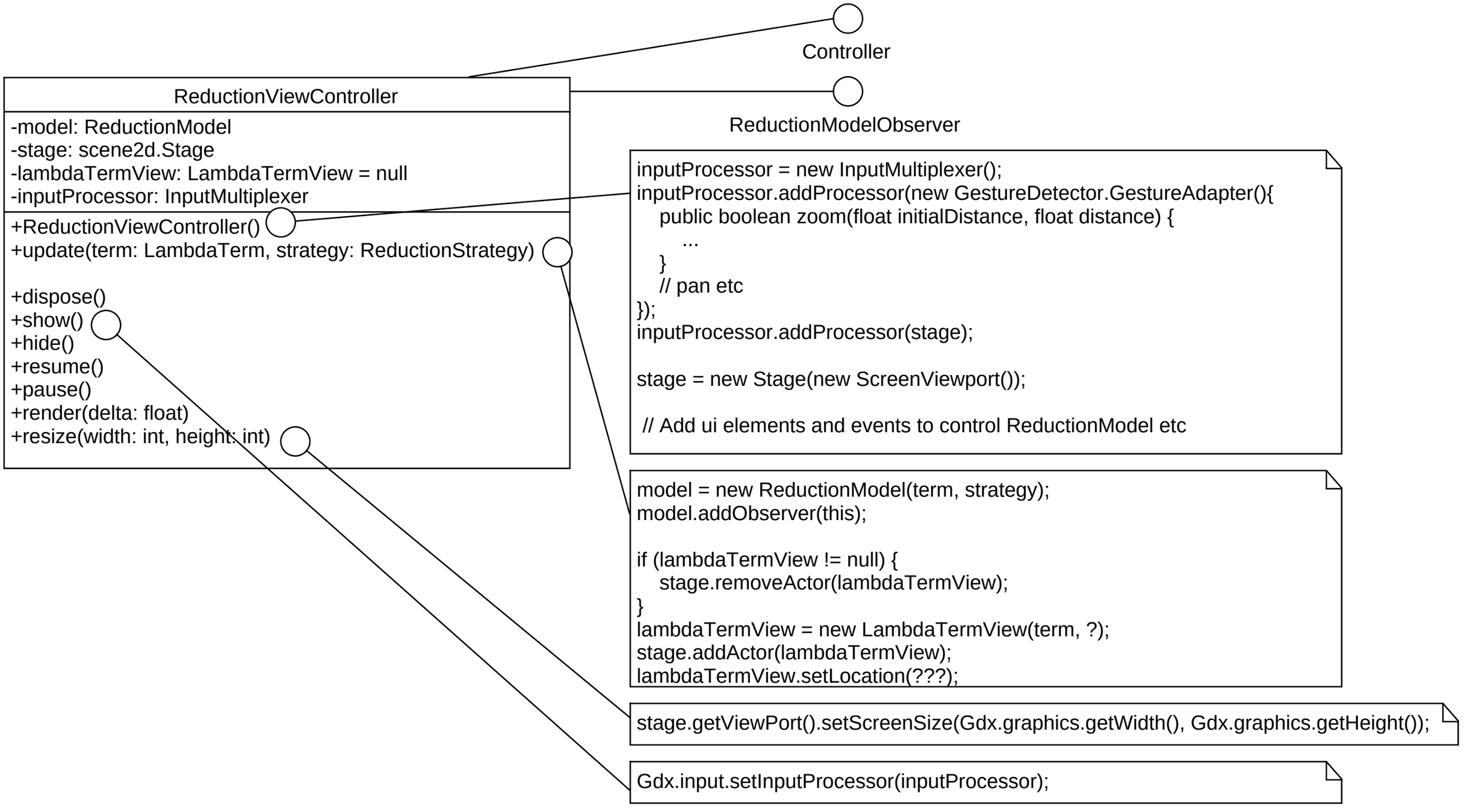
Controller
ReductionModelObserver
ReductionViewController
-model: ReductionModel
-stage: scene2d.Stage
-lambdaTermView: LambdaTermView = null
-inputProcessor: InputMultiplexer
+ReductionViewController()
+update(term: LambdaTerm, strategy: ReductionStrategy)
+dispose()
+show()
+hide()
+resume()
+pause()
+render(delta: float)
+resize(width: int, height: int)
inputProcessor = new InputMultiplexer();
inputProcessor.addProcessor(new GestureDetector.GestureAdapter(){
public boolean zoom(float initialDistance, float distance) {
...
}
// pan etc
});
inputProcessor.addProcessor(stage);
stage = new Stage(new ScreenViewport());
// Add ui elements and events to control ReductionModel etc
model = new ReductionModel(term, strategy);
model.addObserver(this);
if (lambdaTermView != null) {
stage.removeActor(lambdaTermView);
}
lambdaTermView = new LambdaTermView(term, ?);
stage.addActor(lambdaTermView);
lambdaTermView.setLocation(???);
stage.getViewPort().setScreenSize(Gdx.graphics.getWidth(), Gdx.graphics.getHeight());
Gdx.input.setInputProcessor(inputProcessor);