



## ReductionModelObserver

```
stage = new Stage(new ScreenViewport());

inputProcessor = new InputMultiplexer();
inputProcessor.addProcessor(new GestureDetector.GestureAdapter(){
    public boolean zoom(float initialDistance, float distance) {
        ...
    }
    // pan etc
});
inputProcessor.addProcessor(stage);

// Add ui elements and events to control ReductionModel etc
```

```
model = new ReductionModel(term, strategy);
model.addObserver(this);

if (lambdaTerm != null) {
    stage.removeActor(lambdaTerm);
}
lambdaTerm = new LambdaTermViewController(term, false);
stage.addActor(lambdaTermView);
lambdaTermView.setLocation(???);
```

stage.getViewPort().setScreenSize(Gdx.graphics.getWidth(), Gdx.graphics.getHeight());

Gdx.input.setInputProcessor(inputProcessor);