Controller

ReductionViewController

- -model: ReductionModel
- -stage: scene2d.Stage
- -lambdaTerm: LambdaTermViewController = null
- -inputProcessor: InputMultiplexer
- +ReductionViewController()
- +update(model: ReductionModel)
- +dispose()
- +show()
- +hide()
- +resume()
- +pause()
- +render(delta: float)
- +resize(width: int, height: int)
- +pauseChanged(paused: boolean)
- +busyChanged(busy: boolean)
- +reductionFinished(levelComplete: boolean)

ReductionModelObserver