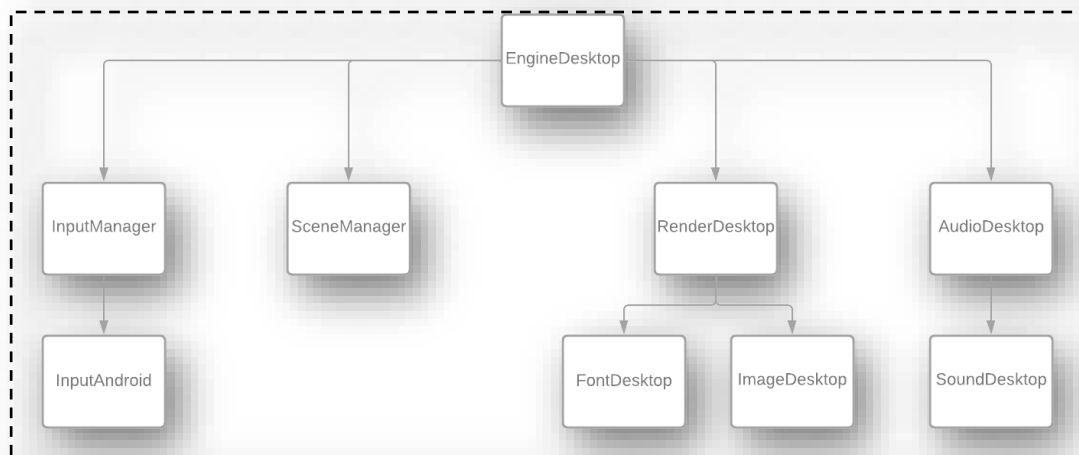
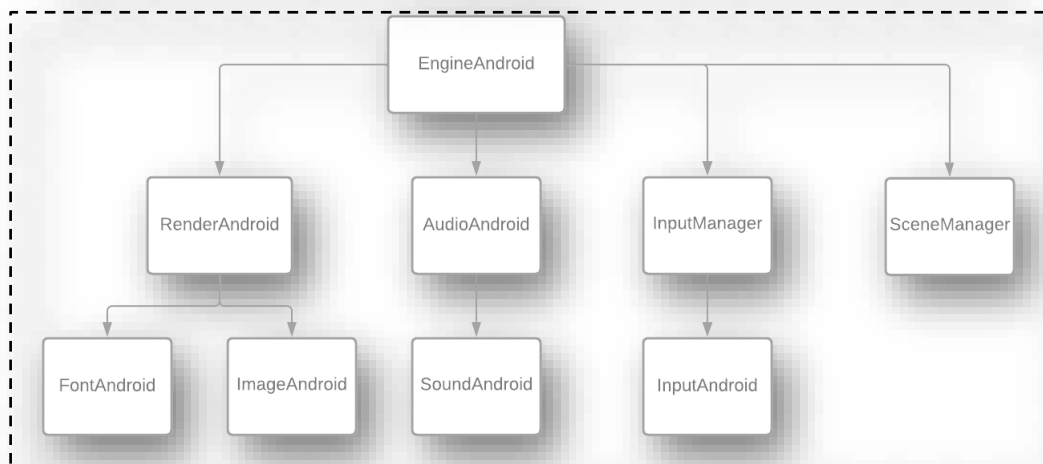
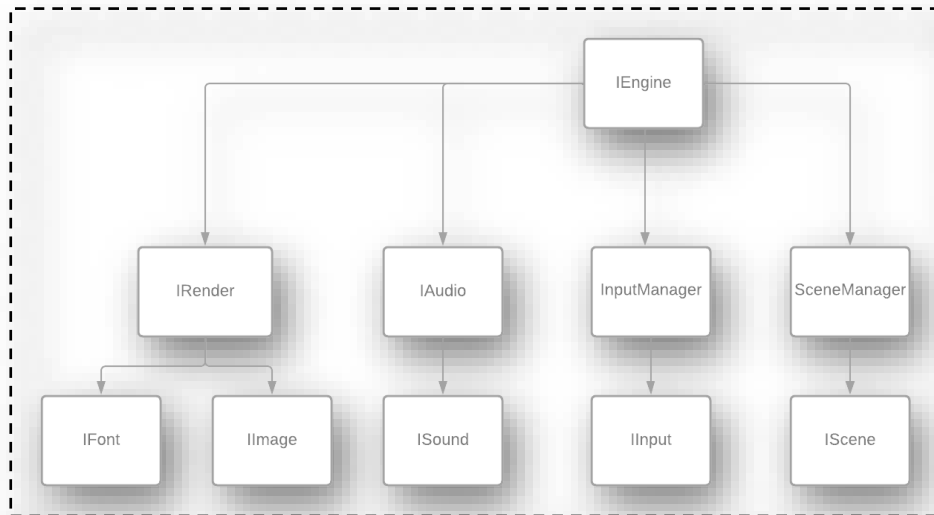


Práctica 1 - Nonograma

ARQUITECTURA DE CLASES



IEngine

- IRender getRender()
- IAudio getAudio()
- SceneManager getSceneManager()
- InputManager getInputManager()

IRender

- String loadImage(...)
- String loadFont(...)
- void setColor(...)
- void setFont(...)
- void drawLine(...)
- void drawRectangle(...)
- void drawCircle(...)
- void drawImage(...)
- void drawtext(...)
- int getWidth()
- int getHeight()
- int getTextWidth(...)
- int getTextHeight(...)

IAudio

- void loadMusic(...)
- String loadSound(...)
- void playMusic()
- void playSound(...)
- void setMusicVolume(...)
- void setSoundVolume(...)

InputManager

- void addInput(...)
- LinkedList<IInput> getInput()

SceneManager

- IScene currentScene
- void pushScene (...)
- IScene popScene()
- int getStackSize()

IImage

- int getWidth()
- int getHeight()

IFont

- int getSize()
- boolean isBold()
- boolean isItalic()

ISound

- float getVolume()
- void setVolume(...)

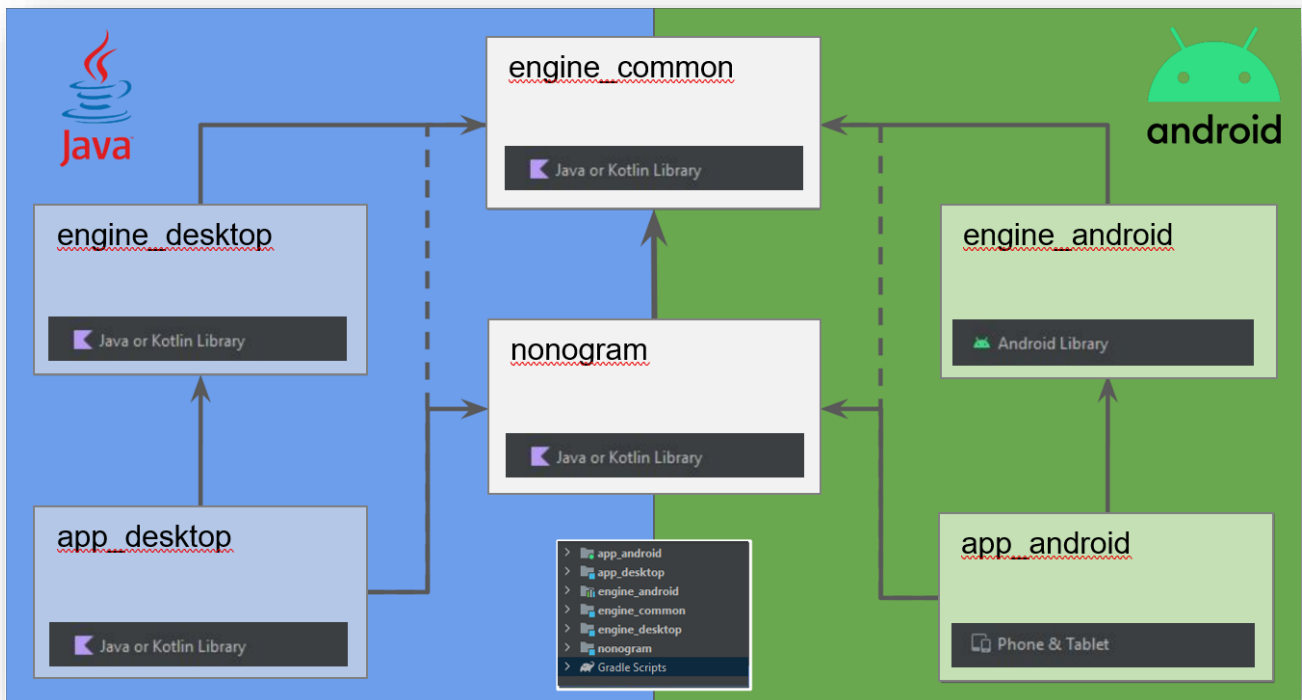
IInput

- int getX()
- int getY()
- InputType getType()
- int getId()

IScene

- void update(...)
- void render(...)
- void handleInput(...)

ESTRUCTURA DE MÓDULOS



APARTADOS EXTRA

- Opción de niveles en los que el tablero no sea cuadrado.