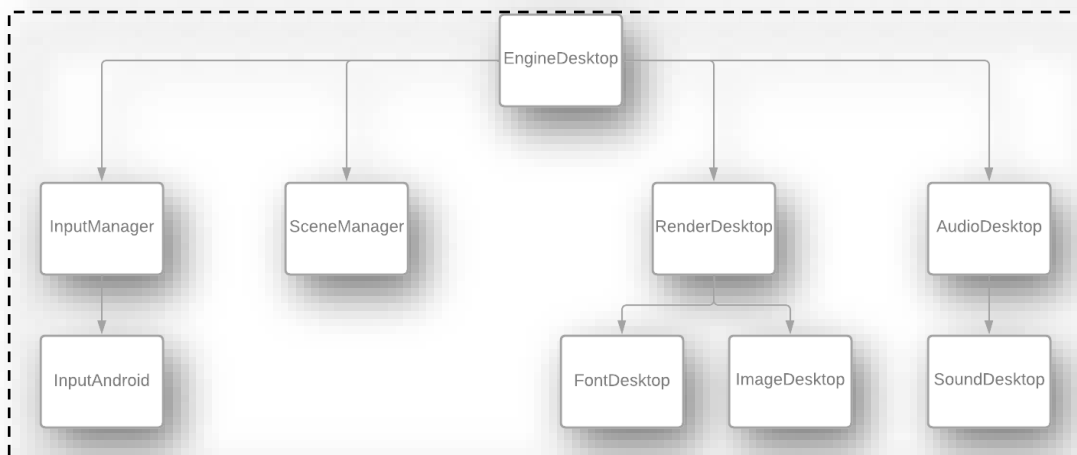
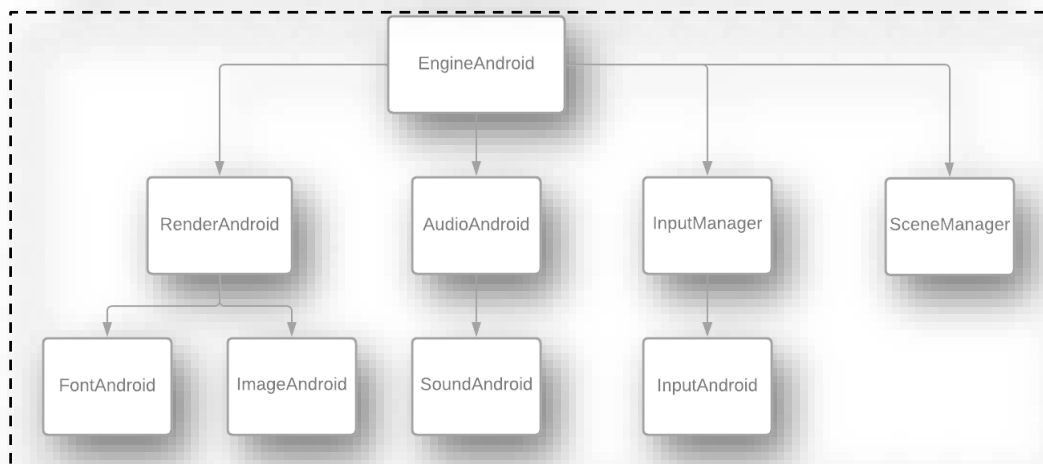
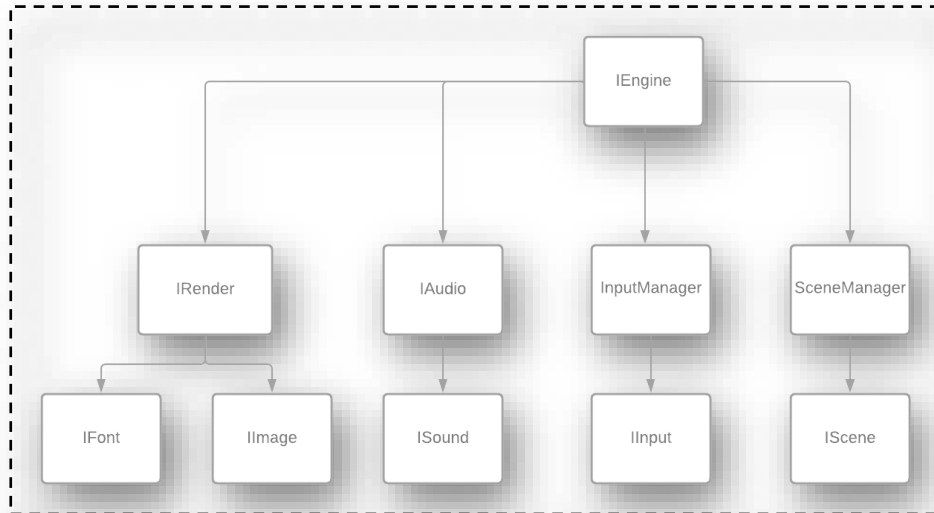


# Práctica 1 - Nonograma

## 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(...)

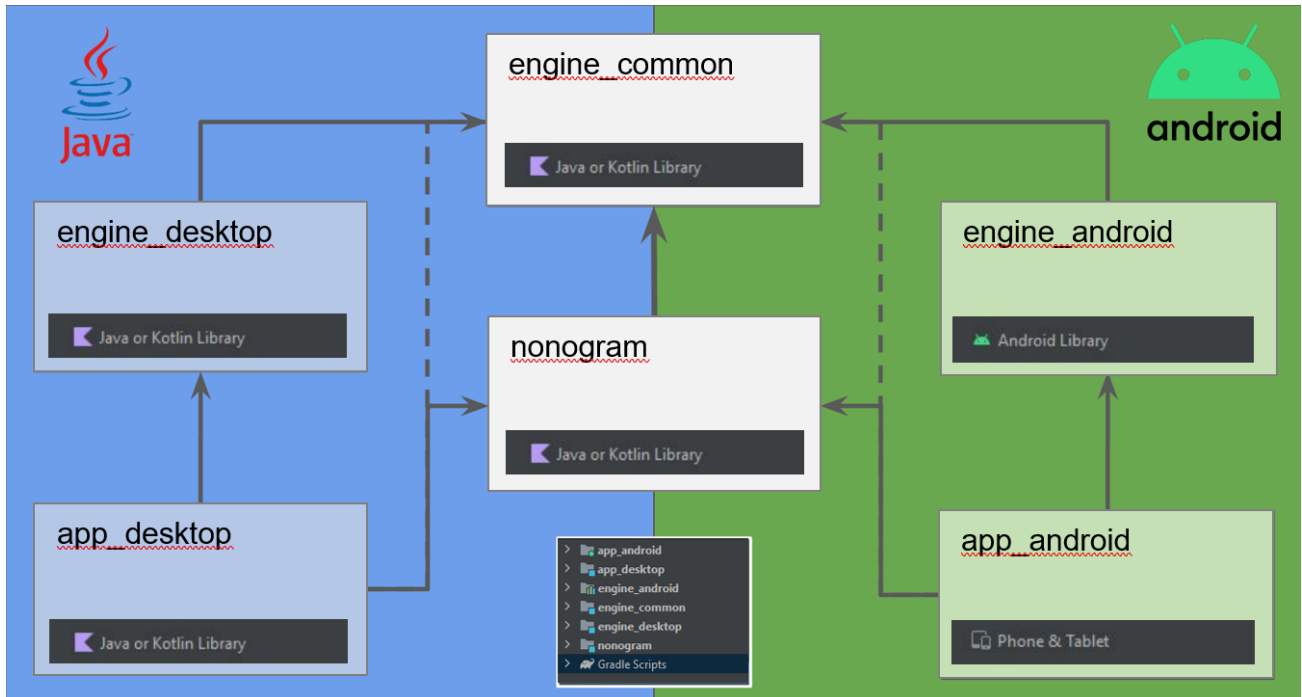
## **IInput**

- 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.