

## MenuModel

- m\_highScore : PlayerScoreMap- m\_fileManager : IFileManager\*

<constructor> + MenuModel(fileManager : IFileManager\*)

+ ~MenuModel()

signals: + updateHighScore(highScoreIterator : PlayerScoreMapIterator, size : int) : void

+ addRecordToHighScore(newPlayerScore : PlayerScore) : void + saveHighScore() : void + loadHighScore() : void