application

GewinnerController

 $\label{eq:continuous} \begin{array}{l} \text{-gewinnerPane} : \text{AnchorPane} \\ \text{-abbrechenButton} : \text{Button} \end{array}$

-neuButton : Button

-gewinner i View: Image View

-gewinnerText : Text

 $\hbox{-spielController}: SpielController\\$

-gewinnerStage : Stage

name (parameter list) : type of value retur-

ned

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ned