

**class** WorldDriver

### **WorldDriver**

+ DrawIntroScreen(introScreen[] : unsigned char) : void  
+ DrawHighscoreText(highscoreText[] : unsigned char) : void  
+ DrawCharacter(number[] : unsigned char, x : char, y : char, arrayLength : int) : void  
+ DrawPixel(x : unsigned char, y : unsigned char, world : unsigned char\*) : void  
+ DrawDot(x : unsigned char, y : unsigned char, world : unsigned char\*) : void  
+ DrawFood(x : unsigned char, y : unsigned char, world : unsigned char\*) : void  
+ RenderWorld(world : unsigned char\*) : void

**Nokia5110Driver**