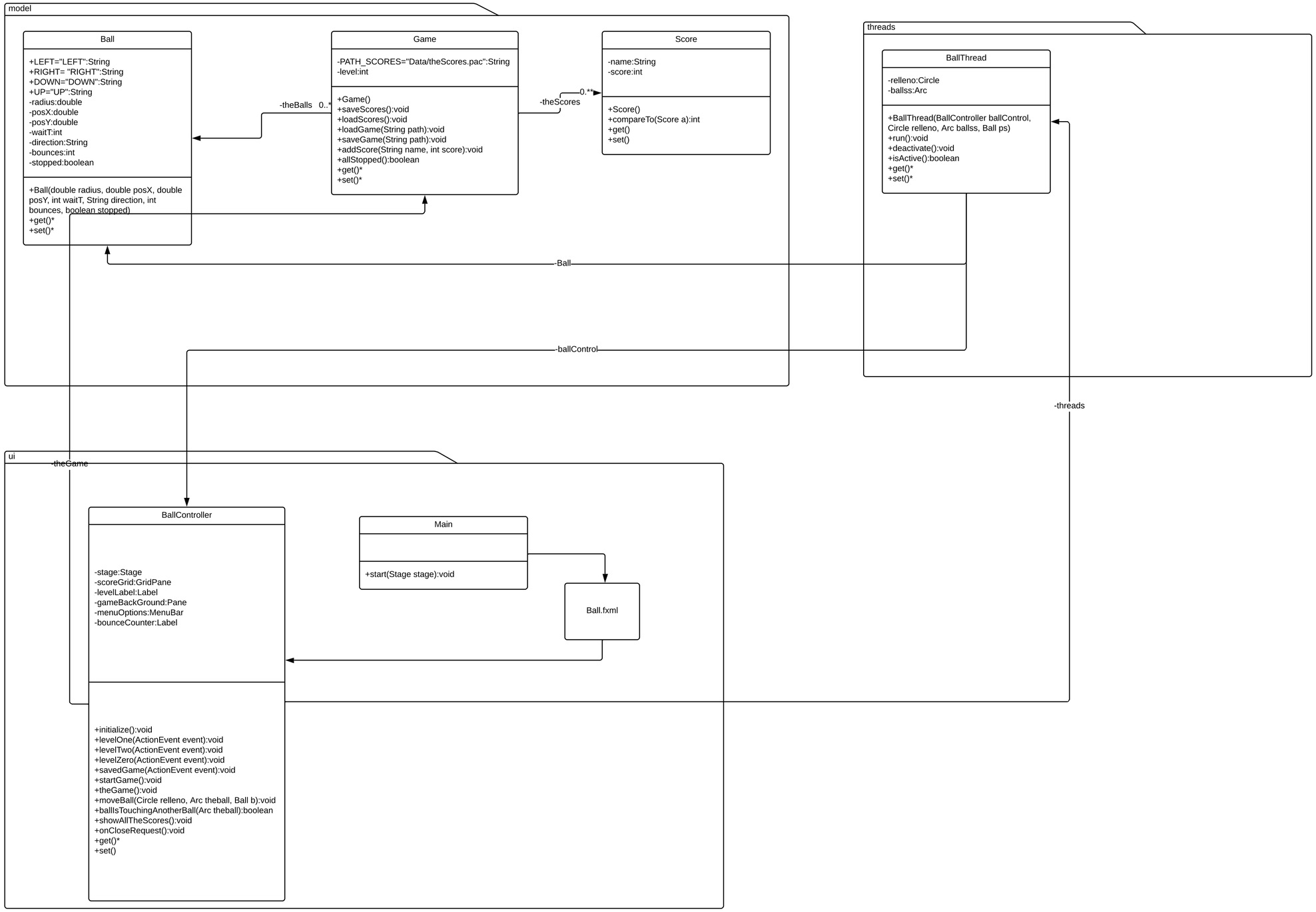
model
Ball
+LEFT="LEFT":String
+RIGHT= "RIGHT":String
+DOWN="DOWN":String
+UP="UP":String
-radius:double
-posX:double
-posY:double
-waitT:int
-direction:String
-bounces:int
-stopped:boolean
+Ball(double radius, double posX, double posY, int waitT, String direction, int bounces, boolean stopped)
+get()*
+set()*
Game
-PATH_SCORES="Data/theScores.pac":String
-level:int
+Game()
+saveScores():void
+loadScores():void
+loadGame(String path):void
+saveGame(String path):void
+addScore(String name, int score):void
+allStopped():boolean
+get()*
+set()*
Score
-name:String
-score:int
+Score()
+compareTo(Score a):int
+get()
+set()
-theBalls 0..*
-theScores
0..**
threads
BallThread
-relleno:Circle
-ballss:Arc
+BallThread(BallController ballControl, Circle relleno, Arc ballss, Ball ps)
+run():void
+deactivate():void
+isActive():boolean
+get()*
+set()*
-Ball
-ballControl
-threads
ui
-theGame
BallController
-stage:Stage
-scoreGrid:GridPane
-levelLabel:Label
-gameBackGround:Pane
-menuOptions:MenuBar
-bounceCounter:Label
+initialize():void
+levelOne(ActionEvent event):void
+levelTwo(ActionEvent event):void
+levelZero(ActionEvent event):void
+savedGame(ActionEvent event):void
+startGame():void
+theGame():void
+moveBall(Circle relleno, Arc theball, Ball b):void
+ballIsTouchingAnotherBall(Arc theball):boolean
+showAllTheScores():void
+onCloseRequest():void
+get()*
+set()
Main
+start(Stage stage):void
Ball.fxml