#### <<Interface>>

## BonusLevelDialogListener

~ bonusLevelResult(isWon: boolean, bonusScore: int): void

~ onCancel(): void

#### <<Interface>>

## **OnValidateNumberListener**

- $\sim on Number To High(): void\\$
- ~ onNumberToLow(): void
- ~ onGameEnd(isWon: boolean, bonusScore: int): void

#### BonusLevelInteractor

Use

- targetNum: inttriesLeft: int
- ~ BonusLevelInteractor()
- ~ getTriesLeft(): int
- createRanNum(): void
- ~ validateNumberInteractor(guessedNumber: int, listener: OnValidateNumberListener)

### **BonusLevelDialog**

- edtGuessNumber: EditText
- txtTries: TextView
- btnDialogGuessNumber: Buttonlistener: BonusLevelDialogListener
- bonusLevelPresenter: BonusLevelPresenter
- + onCreateDialog(savedInstanceState: Bundle)
- setBtnDialogGuessNumber(): void
- + onAttach(context: Context): void
- + updateTries(numTries: int): void
- + showEmptyError(): void
- + showOutOfBoundsError(): void
- + showNumberToHigherError(): void
- + showNumberToLowError(): void
- + gameEnd(isWon: boolean, bonusScore: int): void

# <<Interface>> BonusLevelView

- ~ updateTries(numTries: int): void
- ~ showEmptyError(): void
- ~ showOutOfBoundsError(): void
- ~ showNumberToHighError(): void
- ~ showNumberToLowError(): void
- ~ gameEnd(isWon: boolean, bonusScore: int): void

! Use

#### BonusLevelPresenter

- bonusLevelView: BonusLevelView
- bonusLevelInteractor: BonusLevelInteractor
- ~ BonusLevelPresenter(bonusLevelView: BonusLevelView)
- ~ validateGuessNumber(guessedNumber: int): void
- + onNumberToHigh(): void
- + onNumberToLow(): void
- + onGameEnd(isWon: boolean, bonusScore: int): void