# < Interface\_with\_6\_CC > < 1\_CCC >

## 6 CC

### CC\_Ball\_1, CC\_Ball\_2, CC\_Ball\_3

### CC\_Field\_1, CC\_Field\_2, CC\_Field\_3

<?xml version='1.0' encoding='UTF-8'?>

<!DOCTYPE Complete\_Complex\_Component [

<!ELEMENT Complete\_Complex\_Component (Composition) >

<!ATTLIST Complete\_Complex\_Component Name CDATA #REQUIRED >

<!ELEMENT Composition (CC\*)+ >

<!ATTLIST Composition Source CDATA #REQUIRED >

<!ELEMENT CC (#PCDATA)>

]>

## Complete Complex Component < CCC\_Game\_6\_CC >

<Complete\_Complex\_Component Name="CCC\_Game\_6\_CC">

<Composition Source="Library\_for\_6\_CC.xml">

<CC>CC\_Ball\_1</CC>

<CC>CC\_Ball\_2</CC>

<CC>CC\_Ball\_3</CC>

<CC>CC\_Field\_1</CC>

<CC>CC\_Field\_2</CC>

<CC>CC\_Field\_3</CC>

</Composition>

</Complete\_Complex\_Component>