

BaseActivity <<abstract>>

```
# brailleCode : boolean[]  
# rightFragment, leftFragment: ThreeButtonsFragment  
# mDot1,mDot2,mDot3,mDot4,mDot5,mDot6 : ImageView  
# aboutDialogShownFlag, accessibilityEnabled, paused : Boolean  
# KEY_ABOUT_DIALOG_SHOWN : String
```

```
# onCreate(Bundle savedInstanceState): void  
# updateColor() : void  
# brailleToLetter(boolean[] brailleCode) : String  
+ updateBrailleCode(boolean[] changedButtonsState, int fragmentID): void  
# showAboutDialog() : void  
# onPause() : void  
# onResume() : void  
# onCreateCompletion(Bundle savedInstanceState) : void  
# getViewID() : int  
# useBrailleCode() : void
```

MainActivity

```
- mGame_BTN, mPractice_BTN,mTest_BTN : Button  
# aboutDialogShownFlag : Boolean  
# KEY_ABOUT_DIALOG_SHOWN : String
```

```
# onCreate(Bundle savedInstanceState): void  
# onSaveInstanceState(Bundle savedInstanceState) : void  
- onCreateOptionsMenu(Menu menu) : Boolean  
# showAboutDialog() : void  
- onOptionsItemSelected(MenuItem item) : Boolean
```

GameActivity

- mLetter_TextView, mWord_TextView, mUsedLetters_TextView : TextView
- mPictureIMV : ImageView
- picturesNums : int[]
- pictureDescription : String[]
- mysteryWords : String[]
- KEY_CORRECT_LETTERS_ARRAY : String
- KEY_CURRENT_PICTURE_NUM : String
- KEY_MYSTERY_WORD_NUM : String
- KEY_NEXT_MYSTERY_WORD_Message : String
- KEY_WAITING_FLAG : String
- KEY_SLEEP_TIME : String
- KEY_CONFORMING_DIALOG_SHOWN : String
- KEY_NEXT_MWORD_DIALOG_SHOWN : String
- KEY_DELAY_DIALOG_SHOWN : String
- KEY_LETTER_TEXT_VIEW : String
- KEY_USED_LETTER_TEXT_VIEW : String
- KEY_MYSTERY_WORD_TEXT_VIEW : String
- currentPic : int
- waitingFlag : boolean
- currentMysteryWordNum : int
- correctLetters : String[]
- sleepTime : int
- nextMysteryWordDialogMessage : String
- conformingDialogShownFlag, delayDialogShownFlag, nextMysteryWordDialogFlag : boolean

- # onCreateCompletion(Bundle savedInstanceState) : void
- # getViewID() : int
- # onSaveInstanceState(Bundle savedInstanceState) : void
- showDialog(String message) : void
- nextMysteryWordDialog(String message) : void
- prepareNextMysteryWord() : void
- startNewMysteryWord() : void
- addLetterToTheMysteryWord(String usedLetter) : void
- conformLetter() : void
- addNewLetter(String usedLetter) : void
- checkLetter(String usedLetter) : void
- updateMysteryWord_TextView() : void
- nextPicture() : void
- onCreateOptionsMenu(Menu menu) : Boolean
- changeRepetition() : void
- changeDelayTime() : void
- onOptionsItemSelected(MenuItem item) : Boolean
- # useBrailleCode() : void

TestActivity

- mQuestion_TextView, mQuestionNumber_TextView : TextView
- mReport_BTN, mflush_BTN : Button
- picturesNums : int[]
- letters : String[]
- fileName : String
- KEY_LETTERS_SCORE_ARRAY : String
- KEY_REPETITION : String
- KEY_CURRENT_LETTER_NUM : String
- KEY_QUESTION_NUM : String
- KEY_WAITING_FLAG : String
- KEY_SLEEP_TIME : String
- KEY_REPORT_SHOWN : String
- KEY_REPETITION_DIALOG_SHOWN : String
- KEY_DELAY_DIALOG_SHOWN : String
- lettersScore : int[]
- waitingFlag, reportDialogShownFlag, repetitionDialogShownFlag, delayDialogShownFlag : boolean
- repetition, currentLetterNum, questionCount, sleepTime : int

```
# onCreateCompletion(Bundle savedInstanceState) : void
# getViewID() : int
- showReport() : void
# onSaveInstanceState(Bundle savedInstanceState) : void
- getLetter() : int
- getMinScore() : int
- nextLetter() : void
- evaluateInput() : void
- save() : void
- load() : void
# useBrailleCode() : void
+ onCreateOptionsMenu(Menu menu) : Boolean
- changeRepetition() : void
- hangeDelayTime() : void
+ onOptionsItemSelected(MenuItem item) : Boolean
```

PracticeActivity

- mLetter_TextView : TextView

```
# onCreateCompletion(Bundle savedInstanceState) : void
# onSaveInstanceState(Bundle savedInstanceState) : void
# getViewID() : int
# useBrailleCode() : void
+ onCreateOptionsMenu(Menu menu) : Boolean
+ onOptionsItemSelected(MenuItem item) : Boolean
```

| <u>ThreeButtonsFragment</u> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| - mButton1,mButton2,mButton3: Button - buttonsState : boolean[] - fragmentID : int + activityCommander : ThreeButtonsListener |
| + onAttach(Activity activity) : void + onCreateView(LayoutInflater inflater, @Nullable ViewGroup container, @Nullable Bundle savedInstanceState) : View + buttonChanged() : void + setFragmentID(int fragmentID) : void + clearButtonsState() : void |

| <u>WaitingThread</u> |
|-------------------------------------------------------------------------------|
| |
| # doInBackground(Void... params) : Void # onPostExecute(Void aVoid) : void |

| <u>ThreeButtonsListener <<interface>></u> |
|-------------------------------------------------------------------|
| |
| + updateBrailleCode(boolean[] buttonsState,int fragmentID) : void |