MainActivity

ThreeButtonsListener <<interface>>

+ updateBrailleCode(boolean[] buttonsState,int fragmentID) : void

---

ThreeButtonsFragment

- 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

BaseActivity <>

brailleCode : boolean[]
multipleChoice : ThreeButtonsFragment
mDot1,mDot2,mDot3,mDot4,mDot5,mDot6 : ImageView

---

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

GameActivity

---

onCreateCompletion(Bundle savedInstanceState) : void
getViewID() : int
useBrailleCode() : void

TestActivity

---

onCreateCompletion(Bundle savedInstanceState) : void
getViewID() : int
useBrailleCode() : void

PracticeActivity

---

onCreateCompletion(Bundle savedInstanceState) : void
getViewID() : int
useBrailleCode() : void

WaitingThread

---

doInBackground(Void... params) : Void
onPostExecute(Void aVoid) : void