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Asteroids::UI::ClientText
UI::ClientTextUIInterface
+ run()
Asteroids::UI::ClientText
    UI::ClientTextUI
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 _display_grid
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 _game_factory
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_input
net factory
 _payment_helper
 store
 store factory
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factory
+ ClientTextUI()
+ reset()
+ run()

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draw_game()
- find_friends_on_social
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    init()

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pay_for_store_item
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- store_loop()
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