Appendix D - ControlScreen Class Composition Relations C ControlScreen String imgPath Texture texture Corito Dately hately n Main game CustominputProcessor inputProcessor OrthographicCamera camera Button playButton n float huttonShowDelay Timer. Task buttonShowTask o void show() unid render(finat) · void resize(int,int) void pause() void resume() void hide() void dispose() void play() har com.mygdx.game.game.components.ui C Button □ Main game Rectangle rectangle □ float x n float v n finat width float height String name String imgPath Texture texture com.mygdx.game.engine.input □ SoriteBatch hatch boolean visibility C CustominputProcessor Sprite sprite boolean active boolean mouseClicked(int) Texture getTexture() boolean kevDown(int) void setTexture(Texture) boolean keyUp(int) SoriteBatch getBatch() boolean keyTyped(char) void setBatch(SpriteBatch) boolean touchDown(int.int.int) Sprite getSprite() boolean touchUp(int.int.int.int) void setSprite(Sprite) boolean touchDragged(int,int,int) boolean getVisibility() boolean mouseMoved(int int) void setVisibility(boolean) boolean scrolled(float.float) boolean isActive() boolean mouseHoverOver(T) void setActive(boolean) void setButtonColor(Color) float getX() void setX(float) o float getY() void setY(float) float getWidth() void setWidth(float) float getHeight() void setHeight(float) String getName() void setName(String) Rectangle getBound()