MainMenuScreen Class Composition Relations com.mygdx.game.game.screens.menu (C) MainMenuScreen CustomInputProcessor inputProcessor Main game OrthographicCamera camera ArrayList<Button> buttons SpriteBatch batch Texture texture ArrayList<String> buttonImagePath boolean soundPlayed ScoreboardScreen scoreboardScreen void setInputProcessor(CustomInputProcessor) void setButtons(ArrayList<Button>) void show() void render(float) void resize(int,int) void play() void quit() void pause() void resume() void hide() void dispose() has many has has com.mygdx.game.game.components.ui **Button** Main game Rectangle rectangle com.mygdx.game.engine.lifecycle □ float x float y □ float width (**c**) Main float height Main instance String name ScreenManager screenManager String imgPath Preferences prefs Texture texture com.mygdx.game.engine.input SoundManager soundManager SpriteBatch batch EntityManager entityManager boolean visibility **(c)** CustomInputProcessor SpriteBatch batch Sprite sprite □ BitmapFont font boolean active boolean mouseClicked(int) o int HEIGHT Texture getTexture() boolean keyDown(int) o int WIDTH void setTexture(Texture) boolean keyUp(int) Main getInstance() SpriteBatch getBatch() boolean keyTyped(char) ScreenManager getScreenManager() void setBatch(SpriteBatch) boolean touchDown(int,int,int,int) void setScreenManager(ScreenManager) Sprite getSprite() boolean touchUp(int,int,int,int) SoundManager getSoundManager() void setSprite(Sprite) boolean touchDragged(int,int,int) void setSoundManager(SoundManager) boolean getVisibility() boolean mouseMoved(int,int) SpriteBatch getBatch() void setVisibility(boolean) boolean scrolled(float,float) void setBatch(SpriteBatch) boolean isActive() boolean mouseHoverOver(T) BitmapFont getFont() void setActive(boolean) void setFont(BitmapFont) void setButtonColor(Color) Preferences getPrefs() float getX() void setPrefs(Preferences) void setX(float) void create() float getY() void setY(float) void render() void dispose() • float getWidth() void setWidth(float) • float getHeight() void setHeight(float) String getName() void setName(String) Rectangle getBound()