

I Utilities

- void retrieveLogicView(ILogic logic, IView view)
- String getElementsAssetsLocation(String assetName)
- String getIcon()
- String getLevelMapLocation(int levelNumber)
- String getLevelMapFolder()
- String getHighScoresFile()
- String getTexturesLocation(String assetName)
- String getAudioAssetsLocation(String assetName)
- void playFileLoop(String fileName)
- void playFile(String fileName)
- void releaseAudioResorces()
- Clip getClip(String fileName)
- List<String> readHighScores()
- char[][] readMap(int level)
- void writeHighScores(String name)

C Utilities

- void retrieveLogicView(ILogic logic, IView view)
- ILogic getLogic()
- IView getView()
- String getElementsAssetsLocation(String assetName)
- String getIcon()
- String getLevelMapLocation(int levelNumber)
- String getLevelMapFolder()
- String getHighScoresFile()
- String getTexturesLocation(String assetName)
- String getAudioAssetsLocation(String assetName)
- void playFileLoop(String fileName)
- void playFile(String fileName)
- void releaseAudioResorces()
- Clip getClip(String fileName)
- List<String> readHighScores()
- char[][] readMap(int level)
- void writeHighScores(String name)



C AbsolutePath

- String THISFOLDER
- String getAbsolutePath()

C Assets

- String assetPath
- String getElementsAssetsLocation(String assetName)
- String getIcon()
- String getLevelMapLocation(int levelNumber)
- String getHighScoresFile()
- String getTexturesLocation(String assetName)
- String getAudioAssetsLocation(String assetName)

C AudioPlayer

- String ERROR
- String ATT
- Clip clip
- DataLine.Info info
- void playFileLoop(String fileName)
- void playFile(String fileName)
- Clip getClip(String fileName)
- void releaseAudioResources()

C ReadTextFile

- String ATT
- List<String> readHighScores()
- char[][] readMap(int level)

C WriteTextFile

- void writeHighScores(String name)