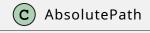


- void retrieveLogicView(ILogic logic, IView view)
- String getElementsAssetsLocation(String assetName)
- String getIcon()
- String getLevelMapLocation(int levelNumber)
- String getLevelMapFolder()
- String getHighScoresFile()
- String getTexturesLocation(String assetName)
- String getAudioAssetsLocation(String 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)



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



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



WriteTextFile

void writeHighScores(String name)