EnglishActivity

f	time	Chronometer
f	mainLayout	ConstraintLayout
f	playerEvent	MediaPlayer
f	tabButton	View[]
f	tabTextview	TextView[]
f	question	TextView
f	score	TextView
f	ctrl	ControllerEnglish
f	xDelta	int
f	yDelta	int
f	database	AppDatabase
f	rightAnswerCounter	int
f	jouer	MediaPlayer
f	test	ArrayList<View>
m	onCreate(Bundle)	void
m	initializeGameAfterMenuDismiss()	void
m	generateGame(int)	void
m	generateGameLevel4()	void
m	generateBasicGame(int)	void
m	actionbutton()	OnClickListener
m	actionRejouer()	OnClickListener
m	enableButton(i)	void
m	disableButton()	void
m	isgoodAnswer(String)	void
m	genrateGameLayouts(int)	void
m	generateLayoutDefault()	void
m	aficheScore()	void
m	generateLayoutLevel4()	void
m	onTouchListener()	OnTouchListener
m	checkVictoryBox(float, float, float, float, String)	boolean
m	isarectangle(float[], float, float, float, float)	boolean
m	getlocation(View)	float[]
m	showMenu()	void

ControllerEnglish

f	game	I_Niveau
m	ControllerEnglish(int, AppDatabase)	
m	getQuestion()	String
m	getTrueanswers()	String[]
m	GetFalseAnswers()	List<String[]>

Niveau1

f	base	AppDatabase
f	recherche	EnglishWord
m	Niveau1(AppDatabase)	
m	GenerateGame()	boolean
m	GetGoodReponce()	String[]
m	GetBadAnswers()	List<String[]>

Niveau4

f	base	AppDatabase
f	recherche	EnglishWord
m	Niveau4(AppDatabase)	
m	GenerateGame()	boolean
m	GetGoodReponce()	String[]
m	GetBadAnswers()	List<String[]>

I_Niveau

m	GenerateGame()	boolean
m	GetGoodReponce()	String[]
m	GetBadAnswers()	List<String[]>

NIVEAU2

f	base	AppDatabase
f	recherche	EnglishWord
m	NIVEAU2(AppDatabase)	
m	GenerateGame()	boolean
m	GetGoodReponce()	String[]
m	GetBadAnswers()	List<String[]>

Niveau3

f	base	AppDatabase
f	recherche	EnglishWord
m	Niveau3(AppDatabase)	
m	GenerateGame()	boolean
m	GetGoodReponce()	String[]
m	GetBadAnswers()	List<String[]>

EnglishWord2

MANGER
FRERE
SOEUR
MAMAN
PAPA
CHIEN
CHAT
ETOILE
COCHON
UN
DEUX
TROIS
QUATRE
CINQ
SIX
SEPT
HUIT
NEUF
DIX
MUSIQUE
ECOUTER
MAISON
SOLEIL
EAU
BOIRE
DESSINER
BONJOUR
AUREVOIR
ROUGE
VERT
BLEU
ORANGE
MARRON
JAUNE
BLANC
NOIR
GRIS

f	idWord	int
f	Word	String
f	traduction	String
m	EnglishWord2(String, String, int)	
m	getIdWord()	int
m	setIdWord(int)	void
m	getEnglishWord()	String
m	setEnglishWord(String)	void
m	getTraduction()	String
m	setTraduction(String)	void

AddwordDatabase

f	database	AppDatabase
m	database_ajout()	int

FactoryGameNiveau

m	generateGameNiveau(int, AppDatabase)	I_Niveau