

C 🚡 1	nistoryActivity	
f ≜ >	Delta	int
€ # y	/Delta	int
f ≞ i	mage /	ArrayList < ImageView >
€ a t	ext	ArrayList <textview></textview>
● o t	ime	Chronometer
f °	periode	String[]
f) ≜ r	ightAnswerCounter	int
f ∘ r	mainlayout	ConstraintLayout
€ #	istreponce	ArrayList < Button >
f ° r		Runnable
m ? c	onCreate(Bundle)	void
m ≟ j	nitialize Game After Menu Dîsmiss ()	void
m 🔒 g	generateGamelvlun()	void
m 🔓 g	generateGameLvlDeux()	void
m 🔒 ç	generatequetion()	void
m 🔒 s	showMenu()	void
m 🔒 (onClickListener()	OnClickListener
m 🔒 v	verif(View)	void
m 🔒 d	disablebutton()	void
m 🔒 e	enablebutton()	void
m 🔒 o	onTouchListener()	OnTouchListener
m 🔒 o	:heckVictoryBox(float, float, float, floa	it, String) boolean
m 🔒 g	getlocation(View)	float[]
m 🔒 i	sarectangle(float[], float, float, float, f	loat) boolean





