surfaceHolder

Activity

Game 3 View Activity 1
~ SurfaceView
~ SurfaceHolder
+ gameItemManager
~ screenWidth
~ screenHeight
- manager
~ username
~ context
- thread
- wheelImage
- arrowImage
- bowImage
- background
- isDoubleArrow

~ onCreate (Bundle)
+ nextLevel (view)
+ surfaceChange (SurfaceHolder, int, int, int)
+ surfaceCreated (SurfaceHolder)
+ surfaceDestroyed (SurfaceHolder)
+ update()
+ draw (canvas)
+ onTouchEvent (MotionEvent): boolean
+ setArrowImage
+ drawArrow
+ drawBow
+ drawWheel
+ drawBackground
+ getWheelWidth() : int
+ getWheelHeight() : int

Game 3 View Activity 2

Main Thread 2

Game 3 View Activity 3

Main Thread 3

Game 3 View Activity 4

Main Thread 4

Thread

Main Thread 1