

MainWindow::MainWindow

```
classDiagram
    class MainWindow {
        <<self-call>> userLevelChanged()
        <<self-call>> userLevelUp()
    }
    class MainWindowUserLevelChanged {
        <<self-call>> userLevelChanged()
    }
    class MainWindowUserLevelUp {
        <<self-call>> userLevelUp()
    }
```

MainWindow::userLevelChanged

MainWindow::userLevelUp