



- **Time object:** responsible for counting current time and return for clock bar management, it will obtain flag count from management and return current time after special time counted.

- **Flag count:** type is Boolean, it is flag for "time object" know when it should begin and when it should stop passing from "clock bar management".

- **Draw object:** responsible for drawing image that show the time count for player know, it will obtain fraction of "time passed" / "total valid time for player" and illustrate on site clock bar

- **Clock bar management:** main object of clock bar system, it is responsible for begin clock count object, obtain time and calculate time fraction then return it to draw object. It boot whole system when receive begin signal form system and return finish signal after clock count is finished.