

ZombiesVsPlantsActivity
<ul style="list-style-type: none"> - selectedZombie: String - panelSelected: boolean - tileToZombieMap: HashMap<View, Zombie> - gamePaused: boolean - gameRunning: boolean - zvpController: ZombiesVsPlantsController - zvpTimerHandler: Handler - zvpTimerRunnable: Runnable
<pre> # onCreate(savedInstanceState: Bundle): void + addZombie(zombieType: String, tileView: View): Zombie + addPlant(plantType: String, xCoordinate: int, yCoordinate: int): void + addProjectile(projectile: Projectile, xCoordinate: int, yCoordinate: int): void + addLoot(loot: Loot): void + getTileFromLane(laneNumber: int): int + getLaneFromTile(tileId: int): int - linearSearch(intArray: int[], searchValue: int): boolean - getNavigationBarHeight(): int + getTileToZombieMap(): HashMap<View, Zombie> - addTileListeners(): void - createBackButton(): void - createPauseButton(): void - createRestartButton(): void - createFastForwardButton(): void - createPanels(): void </pre>

ZombiesVsPlantsController

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- width: int
- totalBrains: int
- totalCoins: long
- previousFrameMillis: long
- plantKillsDuringFrame: int
- coinsCollectedDuringFrame: int
- playingTimeDuringFrame: long
- zombieList: ArrayList<Zombie>
- plantList: ArrayList<Plant>
- projectileList: ArrayList<Projectile>
- lootList: ArrayList<Loot>
- removedZombieList: ArrayList<Zombie>
- removedPlantList: ArrayList<Plant>
- removedProjectileList: ArrayList<Projectile>
- removedLootList: ArrayList<Loot>
- activity: ZombiesVsPlantsActivity
- plantSpawnQueue: PlantSpawnQueue
- counter: int

+ ZombiesVsPlantsController(width: int, startTime: long, activity: ZombiesVsPlantsActivity, plantRarityList: int[])
+ getZombieList(): ArrayList<Zombie>
+ getPlantList(): ArrayList<Plant>
+ getProjectileList(): ArrayList<Projectile>
+ getLootList(): ArrayList<Loot>
+ getTotalBrains(): int
+ setTotalBrains(totalBrains: int): void
+ getTotalCoins(): long
+ setTotalCoins(totalCoins: int): void
+ getCoinsCollectedDuringFrame(): void
+ setCoinsCollectedDuringFrame(coinsCollectedDuringFrame: int): void
+ updateFrame(): void
- playerLost(): boolean
- runPlantProjectileCollisionSequence(): void
- updateProjectileStatus(): void
- runPlantZombieCollisionSequence(): void
- updateLootStatus(): void
- updateObjectLists(): void
- createZombieProjectiles(): void
- updateProjectilePositions(): void
- updatePlantPositions(): void
- updateResourceTrackers(): void
- updatePermanentStatistics(plantKillsDuringFrame: int, coinsCollectedDuringFrame: int, playingTimeDuringFrame: long): void
- resetFrameStatisticCounters(): void
- updateCounters(): void
- existsPlantInFront(zombie: Zombie): boolean
- dropLoot(plant: Plant): void
- sufficientBrains(zombieType: String): boolean
- runGameOverSequence(): void

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