

```
public interface InformationVisualisation {  
    /**  
     * shows the current game time on the MenuBar  
     *  
     * @param time  
     */  
    void showGameTime(int time);  
  
    /**  
     * shows the current bonus on the MenuBar  
     *  
     * @param bonus current bonus as String  
     */  
    void showBonus(String bonus);  
  
    /**  
     * shows the bonus time left on the MenuBar  
     *  
     * @param time  
     */  
    void showBonusTime(int time);  
  
    /**  
     * shows player attack range on the MenuBar  
     *  
     * @param range  
     */  
    void showAttackRange(int range);  
  
    /**  
     * shows player movement speed on the MenuBar  
     *  
     * @param speed  
     */  
    void showMovementSpeed(int speed);  
  
    /**  
     * shows player attack rate on the MenuBar  
     *  
     * @param rate  
     */  
}
```

```
void showAttackRate(int rate);
```

```
/**  
 * shows player current kills on the MenuBar  
 *  
 * @param kills  
 */
```

```
void showKills(int kills);
```

```
/**  
 * show player current region on the MenuBar  
 *  
 * @param posX  
 * @param posY  
 */
```

```
void showRegion(int posX, int posY);
```

```
}
```