

<<interface>>
CanvasDrawer

+drawOnCanvas(Collection<Bubble>
bubbles, int cannonAngle);

<<interface>>
BubbleDrawer

+ drawBubbles(Collection
<Bubble> coll);

<<interface>>
CannonDrawer

+ drawCannon(int
cannonAngle);

<<interface>>
GridInfo

<<classe>>
CanvasDrawerImpl

<<classe>>
SinglePlayerGameViewImpl

