«Interface >)	App Compat Activity	«Interface»
Renning Activity Interface		Rhnning View
~tuUpland(): word.		~lockConvas (): wid
, - 10 - p. 10 - 10 - 10 - 10 - 10 - 10 - 10 - 10	$ \nearrow $	Munlock Canvas And Post (): void.
~ to Pong (): boid		Nclear Canuas (): wid.
		N drow Text ( string: String, x (bordinate: int, ) gloordinate: int): wold Surface View
4		~ draw Color (red: int, green: int, blue: int): wid.
		~ to Upload (): void.
Running Game Activity		N to Pong (): Wid.
- tunning town + View : Running towne View		N draw Bitmap (bomp Name: String, accordinate: int, y boordinate: int): Wid.
- Wer Manager Singleton: User Manager Singleton		N draw Britmap & bomp Name: String. rect A: Rect, rect B: Rect): void
- name: String		4
- wer: User		
# on Create (soved Instance State: Bundle) . word.		D C II
+ to Pony () . wid.		Running Game View
t to Upload (): wid		- screenwidth: int
		- Soveen Height: int
		- Younning Stame Assender: Running Stame Assender
		- runner BMP: Bitmap.
		- coinBMP: Bitmap.
		- ground BMP: Bitmap.
		- SpikeBMP : Bitmap.
		- bmpsizeMap: Map(string, List (Integer)).
		- running Activity Interface: Running Activity Interface
		- paint Text : Paint
		- canvas: Canvas.
		T Running Etame View (context: Context, running Activity Interface; Running Activity Interface, user: User).
		- add Map ( bit map Name String , bitmup : Bitmap) : void.
		t on Tonch Event ( mont: Notion Event ) : boolean.
		+ clear Canvas (1: void.
		f lockCanuas (): word
		f unlock Canvas And Post (): void.
		+ to Upland (): wid.
		t to Pang (): Wid.
		t draw Text ( string : String , a Coordinate : int , y Coordinate : int) : word
		f draw Color (sed: int, green: int, blue: int): word.
		- F chew Bitmap ( bong Alane : String, a Coordinate : int , & boordinate : int): Wied.
		t draw Bitmap ( bomp Name : String. rect A : Rect, rect B : Rect) : void