

Pong Game Presenter

- running : boolean
- pongView : PongView
- user : User
- pongGameManager : PongGameManager
- fps : long
- pongDuration : Duration

+ PongGamePresenter(pongView : PongView, pongGameManager : PongGameManager, user : User)

+ run() : void.

+ checkQuit() : void.

+ setRunning(newRunning : boolean) : void.

~ setTouchReference() : void.

+ paddleMoveLeft() : void.

+ paddleMoveRight() : void.

+ paddleStop() : void.