PongGameReplayPresenter - running: boolean - pongView: PongView - user: User + PongGameReplayPresenter(pongView: PongView, user: User) + run(): void + checkQuit(): void + setRunning(running: boolean): void <<interface>> **PongView** + toMain(): void + toDodge(): void + draw(): void PongGameReplayView - pongActivityInterface: PongActivityInterface + PongGameReplayView(context: Context, pongActivityInterface: PongActivityInterface, user: User) + toMain(): void + toDodge(): void + draw(): void <<interface>> PongActivityInterface + toMain(): void + toDodge(): void PongReplayActivity - replayView: PongGameReplayView - name: String - user: User # onCreate(): void + toMain(): void + toDodge(): void