



- pongGamePresenter: PongGamePresenter - canvas: Canvas
- canvas: Canvas
  paintShape: Paint
  paintText: Paint
  screenWidth: int
  screenHeight: int
  touchReference: float
- + PongGameView(Context context, PongActivityInterface pongActivityInterface, User user)
- + onTouchEvent(MotionEvent motionEvent): void
- + lockCanvas(): void
- + unlockCanvasAndPost(): void
- + toBeforeReplay(): void
- + setTouchReference(float newTouchReference): void
- + draw(): void