## Presenter

< Interface >> Runn ing Presenter	Thread
~addsore(): void.	~~ ~
N reduce Life () : void.	<u></u>
<b>?</b> !	
Running Game Presont	? <b>∧</b>
- rect factory: Real Factory	
- running view : Running View	
- nser: User	
- tunning Game Manager: Running Game Manager	
- 7ps: long	
- running Duration: Duration.	
- running : Boolean	
+ Running Frame Presenter (running View: Running View, ru tect Factory: Rect Factory:	
† set Ronning (): wid.	
+ run(): wid.	
- check End Flame () : wid.	
+ onTouch(): wid.	
+ add Score (): void.	
t addscore(): void. t reduce Life(): void.	