

Blendoku

- ~ next: Button
- ~ back: Button
- ~ confirm: Button
- ~ answer1: EditText
- ~ answer2: EditText
- ~ answer3: EditText
- ~ colorError: TextView
- ~ numError: TextView
- ~ attempt: TextView
- ~ correct: TextView
- ~ addMoney: TextView
- ~ addScore: TextView
- ~ answerColor1: View
- ~ answerColor2: View
- ~ answerColor3: View
- ~ color0: View
- ~ numOfColor: int
- ~ checker: Checker
- ~ updater: CamelUpdater
- ~ colorSetter: ColorSetter
- ~ timecounter: TimeCounter
- ~ views: ArrayList<Views>
- ~ bonus: boolean
- ~ timer: TextView
- ~ randomColor: RandomColor
- ~ order: int[]

```
# onCreate(Bundle savedInstanceState): void  
# setColorScheme: void
```

BlendokuLevel1

```
# onCreate(Bundle savedInstanceState): void
```

BlendokuLevel2

```
- answer4: EditText  
- answerColor4: View
```

```
# onCreate(Bundle savedInstanceState): void
```

BlendokuLevel3

```
- answer4: EditText  
- answer5: EditText  
- answerColor4: View  
- answerColor5: View
```

```
# onCreate(Bundle savedInstanceState): void
```

BlendokuBonusLevel

```
- answer4: EditText  
- answerColor4: View
```

```
# onCreate(Bundle savedInstanceState): void
```

Checker

- numOfColor: int
- order: int[]
- numOfAttempt: int

Checker(int numOfColor, int[] order)

- checkNum(int[] answer): boolean
- checkColor(int[] answer): boolean
- ~ check(int[] answer): int
- ~ getNumOfAttempt(): int
- ~ setZero(): void

ColorSetter

- views: ArrayList<View>

~ ColorSetter(ArrayList<View> views)

- set(View view, int answer): void
- ~ setAll(ArrayList<View> answerColors, int[] answers): void

CranelActivity

- start: Button
- home: Button

onCreate(SavedInstanceState): void

- getButtons(): ArrayList<Button>

RandomColor

- vo: String
- go: String
- bo: String
- numOfColor: int
- gap: int

~ RandomColor(int numOfColor)

~ RandomColor()

- generate(): int[]

~ set(order: int[], view: View, views: ArrayList<View>): void

RandomColorBonus

~ RandomColorBonus()

~ generate(): int[]

- toColor(r: int, g: int, b: int): int

- set(order: int[], view: View, views: ArrayList<View>): void.

RandomOrder

- numOfColor: int

~ Random(numOfColor: int)

- getOrder(): int[]