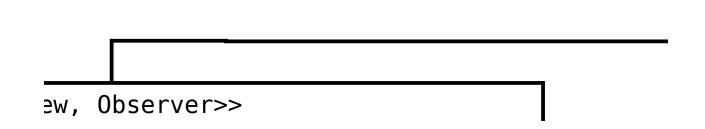
FagmentActivity

Λ

Fagment Rger Adapter



MainActivity

+viewPager: ViewPager

+mAdaptor: TabsPagerAdapter

-actionBar: ActionBar
+statsModel: StatsModel

-tabs: String[]

#onCreate(savedInstanceState:Bunc

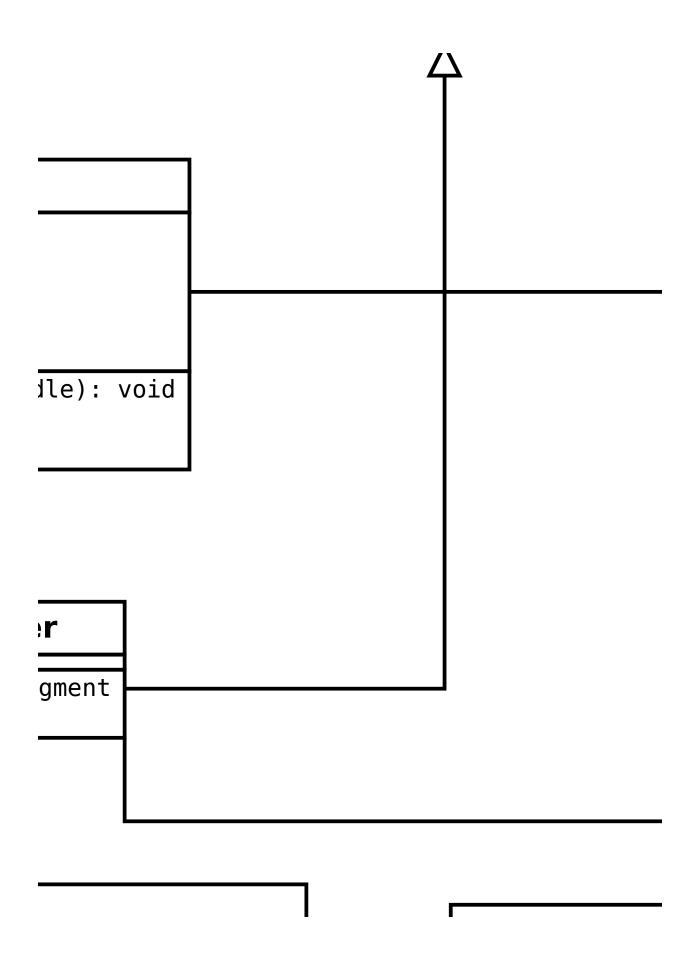
+onBackPressed(): void

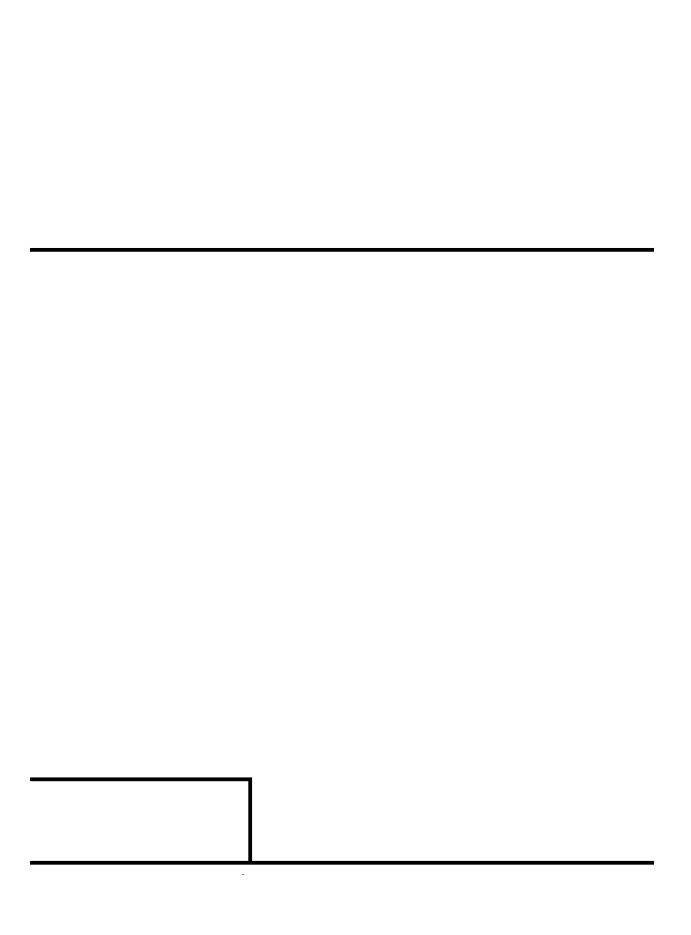
+startEmail(): void

Tbs**R**gerAdapte

+getItem(inder:Integer): Fra

+getCount(): int





Timer

-startTime: int

+start(): void

+stop(): int

Reaction

-ctrlr: ReactionTimerCont +onCreateView(inflater:La savedInstar

+update(): void

+resetClickView(): void
+afterClickView(): void
+alertClickView(): void
+setReactionInfoOnView():
+alertFinishedView(): voi

Reaction -awaitingReactionClick: Boc -awaitingAlert: Boolean = t +handler: Handler -alertRunner: Runnable +reactionTimer: Timer -model: StatsModel -reactionData: int = 0 -lastTime: int

Timer Fagment

:roller

iyoutInflater,container:ViewGroup,

iceState:Bundle): View

void ₋d

 \Diamond 1

presenter

dialogue

Controller>>

TimerController

plean = false
:rue

BuzzerGame Fagme

-playerNumSeekBar: SeekBar

-numOfPlayers: int

-ctrlr: BuzzerGameController

+onCreateView(inflater:LayoutInflater,cor

savedInstanceState:Bundle):

+update(observable:Observable,data:Object

+buzzerButtonView(): void

presenter

dialogue 1

<<Controller>>

BuzzerGameControll

-model: StatsModel

+addBuzzerClick(numOfPlayers:String,playe

dialogue 1

nt +sharedPref: S -model: StatsM -buzzerStatFie ntainer:ViewGroup, +onCreateView(View t): void +setMenuVisibi -refreshStatsV -setStatTableE er: +reactionTi rNum:String): void +buzzerClic +sharedPref +editor: Sh +getStatsRe +getStatsBu +getStatsDa core

Stats Fagment

haredPreferences odel lds: String[] inflater:LayoutInflater,container:ViewGroup savedInstanceState:Bundle): View lity(): void iew(): void ntity(): void 1 <<Singleton, Model>> **StatsModel** mes: ArrayList<Integer> ks: HashMap<String, Integer> : SharedPrefernces

aredPreferences.Editor actionDataPrinted(): String zzerDataPrinted(): String taPrinted(): String void