# Reaction Game UML

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**MainActivity**

**ReactionCustomize**

**ReactionGameMain**

**<<inetrface>>**
**Observer**

**MoleDrawer**

| |
|---|
| + operation1(params):returnType |
| - operation2(params) |
| - operation3() |

**ReactionGameActivity extends AppCompatActivity**

| |
|---|
| +pause_or_resume:ImageButton |
| +pause:boolean |
| +pause_before:boolean |
| +moleManager:MoleManager |
| +moleDrawer:MoleDrawer |

| |
|---|
| -onResume() |
| -onStop() |
| -onBackPress() |
| -pauseGame() |
| -endGame() |

**Moles**

| |
|---|
| +daultSpeed: int |
| +buttons: ImageButton[] |
| +nextToMole:HashMap<Integer, ImageButton> |
| +moleToId:HashMap<ImageButton, Integer> |
| +nextMole:ImageButton |
| +refreshTime: int |
| +score: int |
| +next: int |

| |
|---|
| -Moles(reaction:ReactionGameActivity, clicker: ClickerImage, refreshTIme: int, score: int) |
| -generateScore(): void |
| -generateRefreshTime(): void |
| -checkSame(v: View): boolean |
| -setNext(next: int): void |
| -generateNextMole(next:int): void |
| -getRefreshTime(): int |
| -getScore(): int |
| -getNextMole(): ImageButton |

**MoleManager**

| |
|---|
| +moles: Moles |
| +hitPosition: ImageButton |
| +time: TimeThread |
| +genereateMole: MoleThread |
| +clicker: ClickImage |
| +hit: boolean |
| +timer: int |
| +currStep: int |
| +running: int |

| |
|---|
| -updateScreen(next: int, step: int): void |
| -ifHit(v: View): void |
| -updateTime(): void |
| -getTimer(): int |
| -getScore(): int |
| -watRunning(): int |
| -getHitPosition(): ImageButton |
| -hitMole(): boolean |
| -getStep() : int |
| -getNextMole(): ImageButton |
| -getAllMoles(): ImageButton[] |
| -pause(): void |
| -resume(): void |
| -start(): void |
| -stop(): void |

Observes

extends

**Observable**

| |
|---|
| +observers:List<Observer> |

| |
|---|
| -setChanged(): void |
| -notifyObervers(): void |

**MoleThread**

| |
|---|
| +running: boolean |
| +next:int |
| +raction: ReactionGameActivity |
| +moleManager: MoleManager |
| +mole: Moles |
| +step: int |

| |
|---|
| +run(): void |
| +setRunning(setRunning: boolean): void |
| +setStep(step:int):void |
| +setActivity(action: ReactionGameActivity, moleManager:MoleManager, mole: Moles() |

extends

**Thread**

| |
|---|
| -run():void |

**TimeThread**

| |
|---|
| +running: boolean |
| +reaction:ReactionGameActivity |
| +moleManager:MoleManager |

| |
|---|
| -setRunning(setRunning: boolean): void |
| -setActivity(action:ReactionGameActivity, moleManager: MoleManager): void |

**ClickImage**

| |
|---|
| +movable: boolean |
| +moleManager:MoleManager |

| |
|---|
| -onClick(v:View): void |
| -setMovable(movable:boolean):void |
| -setReaction(moleManager:MoleManager): void |

**<<interface>>**
**View.OnClickListener**