UML diagram of Game

SimpleReactionController

-min_wait_time: int
-max_wait_time: int
-game_time: int
-gameover_time: int
-ticks_per_sec: double
-_state: State

+Gui: IGui{get; set;}
+Rand: IRandom{get; set;}
+Ticks: int{get; set;}

-SetState(state: State): void

IGui

+Connect(controller: IController): void
+Init(): void
+SetDisplay(s: string): void

IRandom

+GetRandom(from: int, to: int) : int

IController

+Connect((gui: IGui, random: IRandom): void
+Init(): void
+CoinInserted() : void
+GoStopPressed() : void
+Tick() : void

State

-_controller : SimpleReactionController

+State(controller:SimpleReactionController
)
+CoinInserted() : void
+GoStopPressed() : void
+Tick() : void

EndState

+EndState(controller:SimpleReactionController
)
+CoinInserted() : void
+GoStopPressed() : void
+Tick() : void

State3

+State3(controller:SimpleReactionController
)
+CoinInserted() : void
+GoStopPressed() - void
+Tick() : void

WaitState

+WaitState
(controller:SimpleReactionController)
+CoinInserted() : void
+GoStopPressed() : void
+Tick() : void

StartState

+StartState(controller:SimpleReactionController
)
+CoinInserted() : void
+GoStopPressed() : void
+Tick() : void

State2

+State2(controller:SimpleReactionController
)
+CoinInserted() - void
+GoStopPressed() : void
+Tick() : void

is used in

is used in

is used in

child of

child of

is used in