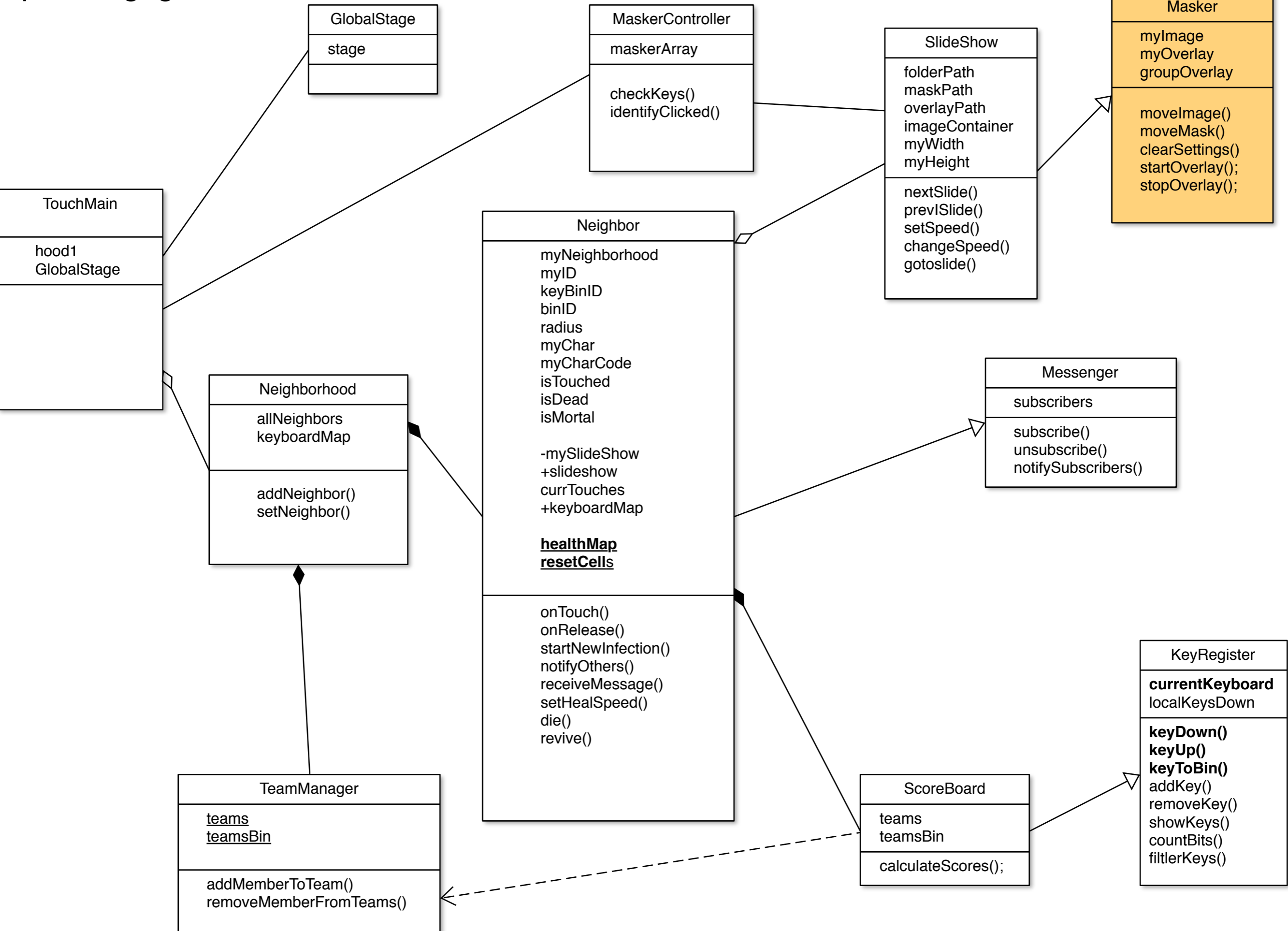


Epidemagogue Class Structure



TouchMain

hood1
GlobalStage

GlobalStage

stage

MaskerController

maskerArray

checkKeys()
identifyClicked()

SlideShow

folderPath
maskPath
overlayPath
imageContainer
myWidth
myHeight

nextSlide()
prevISlide()
setSpeed()
changeSpeed()
gotoslide()

Masker

myImage
myOverlay
groupOverlay

moveImage()
moveMask()
clearSettings()
startOverlay();
stopOverlay();

Neighborhood

allNeighbors
keyboardMap

addNeighbor()
setNeighbor()

Neighbor

myNeighborhood
myID
keyBinID
binID
radius
myChar
myCharCode
isTouched
isDead
isMortal

-mySlideShow
+slideshow
currTouches
+keyboardMap

healthMap
resetCells

onTouch()
onRelease()
startNewInfection()
notifyOthers()
receiveMessage()
setHealSpeed()
die()
revive()

Messenger

subscribers

subscribe()
unsubscribe()
notifySubscribers()

TeamManager

teams
teamsBin

addMemberToTeam()
removeMemberFromTeams()

ScoreBoard

teams
teamsBin

calculateScores();

KeyRegister

currentKeyboard
localKeysDown

keyDown()
keyUp()
keyToBin()
addKey()
removeKey()
showKeys()
countBits()
filterKeys()