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APCS pd07

FP – UML Diagram

2022-05-28

Time Spent: 1.0 hrs

Maze
<ul style="list-style-type: none">- String[][] _maze
<ul style="list-style-type: none">+ void setPos(int int String)+ String getPos(int int)+ String toString

Map
<ul style="list-style-type: none">- Hero _hero- int heroX- int heroY
<ul style="list-style-type: none">+ String toString()+ void moveUp()+ void moveRight()+ void moveDown()+ void moveLeft()

MazeGenerator
<ul style="list-style-type: none">- String[][] _maze- ArrayList<Room> _rooms- ArrayList<ArrayList<Tile>> _mazes- int _rows- int _cols;
<ul style="list-style-type: none">+ String toString()- void buildRooms()- int randNum()- int cleanup()- int cleanup(int int)- void buildBorders()

- void carveMaze()
- void mazeToSpace()
- void generate(int int)
- void carve(int int)
- void carve(int int ArrayList)
- void uncarveMaze()
- void uncarve(int int)
- boolean canCarve(int int)
- boolean canUncarve(int int)
- void openGates()
- void markGates()
- boolean isGate(int int)
- + String getGeneratedMaze()

Map

- Hero _hero
- int heroX
- int heroY

- + String toString()
- + void moveUp()
- + void moveRight()
- + void moveDown()
- + void moveLeft()

Tile

- int r
- int c

- + int getRow()
- + int getCol()
- + void setTile()
- + boolean equals()
- + String toString()

Room

- int _tlr
- int _tlc
- int _brr
- int _brc
- ArrayList<Tile> gates

- + void markGates()
- + void removeGates()