Brock Butler Class Design Document
CD–TOUR02 TOURNODE Class
Date Created: 02/26/2013
Version: 1.1

Revision History

Date	Version	Change	Author
02/26/2013	1.0	Initial Draft	Taras Mychaskiw
02/28/2013	1.1	Revision 1	Taras Mychaskiw

Description

A single node in the tour. Updates the screen background image and buttons, essentially changing the location of the user in the tour.

Class Variables

- **int image;**
  - resource of the background image of this node
- **TourNode turnAroundNode;**
  - reference to the node that is logically turning around
- **TourNode[] nodes;**
  - references to nodes to where each button leads to

Methods

- **boolean canTurnAround();**
  - returns true if this node has a node to turn around to
- **boolean getTurnAroundNode();**
  - returns **turnAroundNode**
- **void setTurnAroundNode(TourNode);**
  - changes **turnAroundNode**
- **void setOuterLeftNode(TourNode);**
  - changes **nodes**, the outer left button
- **void setInnerLeftNode (TourNode);**
  - changes **nodes**, the inner left button

- **void setCenterNode (TourNode);**
  - changes **nodes**, the center button
- **void setInnerRightNode (TourNode);**
  - changes **nodes**, the inner right button
- **void setOuterRightNode (TourNode);**
  - changes **nodes**, the outer right button
- **abstract void paint(TourInfo);**
  - repaints the background and defines where the buttons lead to

Class Responsibility Collaboration Card

Responsibilities	Collaborators
Paints the node to the screen	TourInfo
Redefines where the buttons lead the user to	

Class Design Sign-off

Name	Approval Status
Matthew Menonkariyll	
James Grisdale	
Taras Mychaskiw	