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| **Tank** |
| -private : long time |
| . protected : int x  . protected : int y  .protected : Image[] images  . protected : int orient  .protected : int speed = 1 |
| +public : Tank()  +public : void draw(Graphic2D g2d)  +public : void move()  +public : void fire(ArrayList <Bullet> arr)  +public : Rectangle getRect()  +public : boolean checkDie(ArrayList<Bullet> arr) |

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| **GameManager** |
| -private : Player player  -private : ArrayList<Boss> arrBoss  -private : ArrayList <Bullet> arrBulletPlayer  -private :ArrayList <Bullet> arrBulletBoss  -private :Map map |
| +public : Tank()  +public : void draw(Graphic2D g2d)  +public : void move()  +public : void fire(ArrayList <Bullet> arr)  +public : Rectangle getRect()  +public : boolean checkDie(ArrayList<Bullet> arr) |

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| **Bullet** |
| -private : int x  -private : int y  -private :int orient  -private :Image img  -private : boolean move() |
| +public : Bullet(int x,int y,int orient)  +public : void draw(Graphic2D g2d)  +public : Rectangle getRect() |

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| **Player(Tank)** |
| -private : int hp |
| +public : Player(int x, itn y, int hp)  +public void changOrient(int new orient) |

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| **Boss(Tank)** |
| -private : Random rd |
| +public : Boss (int x, itn y)  +public : void generateOrient() |

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| **Boss(Tank)** |
| -private : Image img0  -private : Image img1  -private : Image img2  -private : Image img3  -private : Image img4  -private : Image img5  -private : File file  -private : int WIDTH  -private : int HEIGHT  -private : int map[][] |
| +public: static int size  +public : Map(String path, int size)  +public : void draw(Graphic2D g2d) |