CS665's Class Diagram

Memento Pattern

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C IntroTutorial

- ⊙ fedTutorial()
- ⊙ intro()
- ⊙ introFederation()

A Computer

- ⊙ Computer()
- ⊙ attack()
- ⊙ display()
- ⊙ scavenge()
- ⊙ setAttackBehavior()
- ⊙ setScavengeBehavior()
- ⊙ setTradeBehavior()
- ⊙ trade()

C FactionsResources

- ⊙ outcastsTroops : int
- ◇ banditsFood : int
- ◇ banditsTroops : int
- ◇ banditsWater : int
- ◇ factionNameB : String
- ◇ factionNameO : String
- ◇ factionNameU : String
- ◇ outcastsFood : int
- ◇ outcastsWater : int
- ◇ wealthyFood : int
- ◇ wealthyTroops : int
- ◇ wealthyWater : int

C FederationCaretaker

- △ mementos : Deque<FederationMemento>
- ⊙ addMemento()
- ⊙ getMemento()

C FederationMemento

- □ factionName : String
- □ food : int
- □ troops : int
- □ water : int
- ⊙ FederationMemento()
- ⊙ getFactionName()
- ⊙ getFood()
- ⊙ getTroops()
- ⊙ getWater()
- ⊙ toString()

Strategy Pattern

tradeBehavior   scavengeBehavior   attackBehavior

C Game

- ◇ characterName : String
- △ accept : int
- △ federationCaretaker : FederationCaretaker
- △ federationMemento : FederationMemento
- △ federationOriginator : FederationOriginator
- △ reader : BufferedReader
- △ s : Sol
- ⊙ firstTurn()
- ⊙ main()

I TradeBehavior

- ⊙ trade()

I ScavengeBehavior

- ⊙ scavenge()

I AttackBehavior

- ⊙ attack()

C Bandits

- ⊙ Bandits()
- ⊙ display()

C Outcasts

- ⊙ Outcasts()
- ⊙ display()

C UltraWealthy

- ⊙ UltraWealthy()
- ⊙ display()

C FederationOriginator

- □ factionName : String
- □ food : int
- □ troops : int
- □ water : int
- ⊙ FederationOriginator()
- ⊙ getFactionName()
- ⊙ getFood()
- ⊙ getTroops()
- ⊙ getWater()
- ⊙ printInfo()
- ⊙ saveToMemento()
- ⊙ setFactionName()
- ⊙ setFood()
- ⊙ setTroops()
- ⊙ setWater()
- ⊙ undoFromMemento()

C Sol

- △ attackedW : int
- △ fr : FactionsResources
- △ reader : BufferedReader
- △ rnd : Random
- △ turnChoiceI : int
- □ factionChoiceI : int
- ⊙ attackB()
- ⊙ attackO()
- ⊙ attackW()
- ⊙ factionChoice()
- ⊙ intelF()
- ⊙ intelT()
- ⊙ intelW()
- ⊙ playerTurn()
- ⊙ reckon()
- ⊙ scavenge()
- ⊙ tradeB()
- ⊙ tradeO()

C BanditsTrade

- ⊙ trade()

C OutcastsTrade

- ⊙ trade()

C WealthyTrade

- ⊙ trade()

C BanditsScavenge

- ⊙ scavenge()

C OutcastsScavenge

- ⊙ scavenge()

C WealthyScavenge

- ⊙ scavenge()

C BanditsAttack

- ⊙ attack()

C OutcastsAttack

- ⊙ attack()

C WealthyAttack

- ⊙ attack()