DiagrammeDeClasses_Visiteur

Package in package 'Model'

DiagrammeDeClasses_Visiteur
Version Phase 1.0 Proposed
bodiaa created on 2019-06-18. Last modified 2019-06-18

DiagrammeDeClasses_Visiteur diagram

Class diagram in package 'DiagrammeDeClasses_Visiteur'

DiagrammeDeClasses_Visiteur
Version 1.0
bodiaa created on 2019-06-18. Last modified 2019-06-18

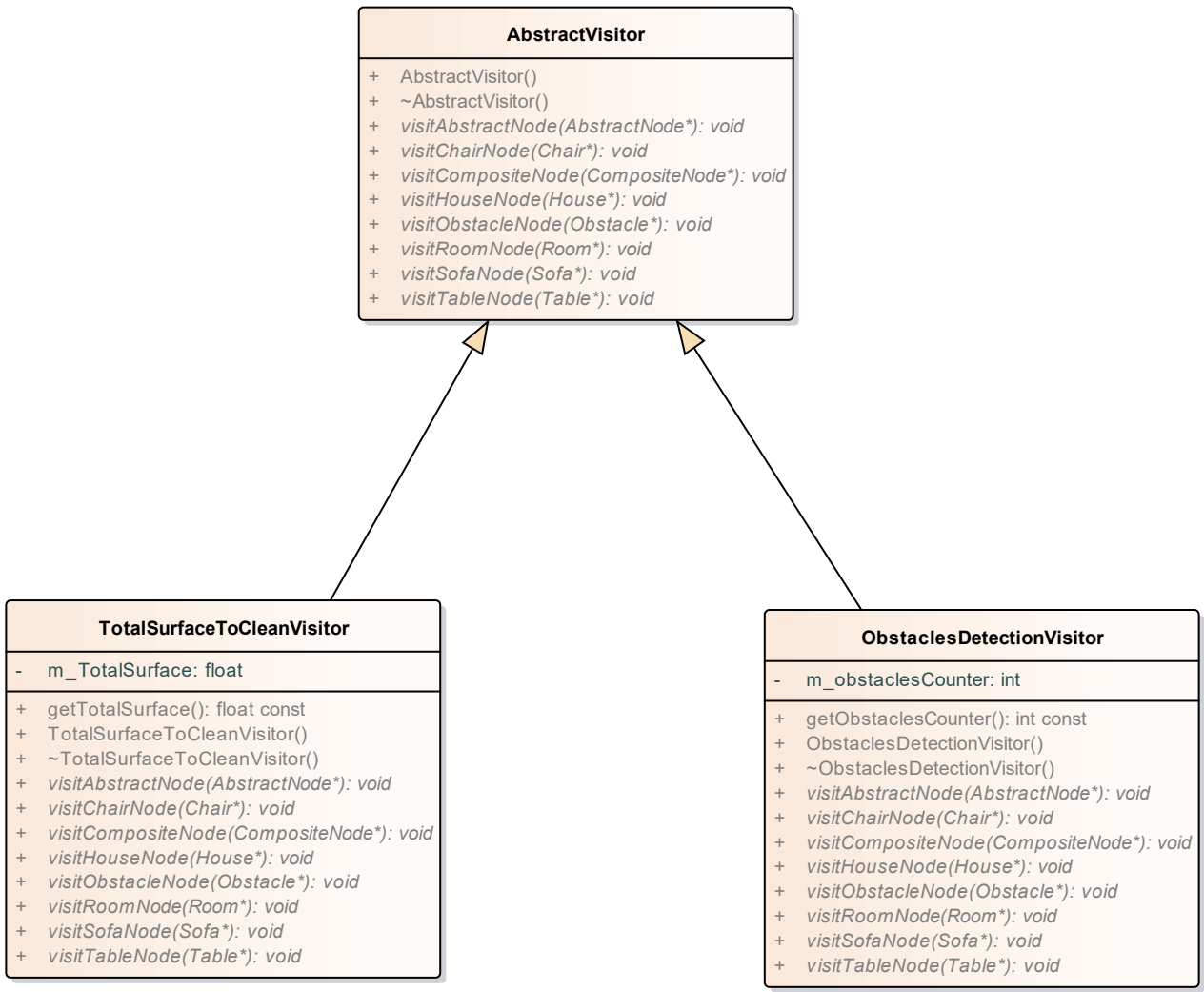

Figure 1: DiagrammeDeClasses_Visiteur

AbstractVisitor

Class in package 'Class Model'

AbstractVisitor
Version 1.0 Phase 1.0 Proposed
bodiaa created on 2019-06-18. Last modified 2019-06-18

INCOMING STRUCTURAL RELATIONSHIPS

Generalization from ObstaclesDetectionVisitor to AbstractVisitor
[Direction is 'Source -> Destination'.]

Generalization from TotalSurfaceToCleanVisitor to AbstractVisitor
[Direction is 'Source -> Destination'.]

OPERATIONS

AbstractVisitor () : Public

Properties:
bodyLocation = classDec
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

~AbstractVisitor () : Public

Properties:
bodyLocation = classDec
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitAbstractNode (node : AbstractNode*) : void Public
[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

visitChairNode (node : Chair*) : void Public
[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

visitCompositeNode (node : CompositeNode*) : void Public
[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

visitHouseNode (node : House*) : void Public
[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

visitObstacleNode (node : Obstacle*) : void Public
[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

visitRoomNode (node : Room*) : void Public
[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

visitSofaNode (node : Sofa*) : void Public
[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

visitTableNode (node : Table*) : void Public
[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

ObstaclesDetectionVisitor

Class in package 'Class Model'

ObstaclesDetectionVisitor
Version 1.0 Phase 1.0 Proposed
bodiaa created on 2019-06-18. Last modified 2019-06-18

OUTGOING STRUCTURAL RELATIONSHIPS

Generalization from ObstaclesDetectionVisitor to AbstractVisitor
[Direction is 'Source -> Destination'.]

ATTRIBUTES

m_obstaclesCounter : int Private
[Is static False. Containment is Not Specified.]

OPERATIONS

getObstaclesCounter () : int const Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ObstaclesDetectionVisitor () : Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

~ObstaclesDetectionVisitor () : Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitAbstractNode (node : AbstractNode*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitChairNode (node : Chair*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitCompositeNode (node : CompositeNode*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitHouseNode (node : House*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitObstacleNode (node : Obstacle*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitRoomNode (node : Room*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitSofaNode (node : Sofa*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

visitTableNode (node : Table*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

TotalSurfaceToCleanVisitor

Class in package 'Class Model'

TotalSurfaceToCleanVisitor
Version 1.0 Phase 1.0 Proposed
bodiaa created on 2019-06-18. Last modified 2019-06-18

OUTGOING STRUCTURAL RELATIONSHIPS

Generalization from TotalSurfaceToCleanVisitor to AbstractVisitor
[Direction is 'Source -> Destination'.]

ATTRIBUTES

m_TotalSurface : float Private
[Is static False. Containment is Not Specified.]

OPERATIONS

getTotalSurface () : float const Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

TotalSurfaceToCleanVisitor () : Public

Properties:
initializer = m_TotalSurface(0)
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

~TotalSurfaceToCleanVisitor () : Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitAbstractNode (node : AbstractNode*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitChairNode (node : Chair*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitCompositeNode (node : CompositeNode*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitHouseNode (node : House*) : void Public

OPERATIONS

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitObstacleNode (node : Obstacle*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitRoomNode (node : Room*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitSofaNode (node : Sofa*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

visitTableNode (node : Table*) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]