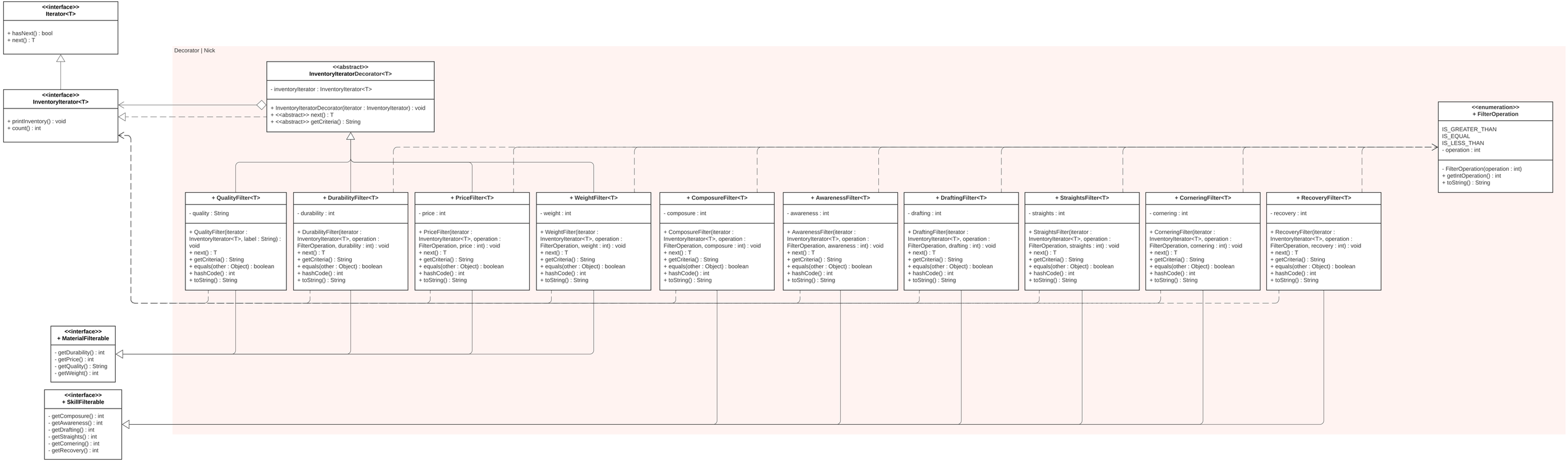
<<interface>>
Iterator<T>
+ hasNext() : bool
+ next() : T
<<interface>>
InventoryIterator<T>
+ printInventory() : void
+ count() : int
Decorator | Nick
<<abstract>>
InventoryIteratorDecorator<T>
- inventoryIterator : InventoryIterator<T>
+ InventoryIteratorDecorator(iterator : InventoryIterator) : void
+ <<abstract>> next() : T
+ <<abstract>> getCriteria() : String
<<enumeration>>
+ FilterOperation
IS_GREATER_THAN
IS_EQUAL
IS_LESS_THAN
- operation : int
- FilterOperation(operation : int)
+ getIntOperation() : int
+ toString() : String
+ QualityFilter<T>
- quality : String
+ QualityFilter(iterator : InventoryIterator<T>, label : String) : void
+ next() : T
+ getCriteria() : String
+ equals(other : Object) : boolean
+ hashCode() : int
+ toString() : String
+ DurabilityFilter<T>
- durability : int
+ DurabilityFilter(iterator : InventoryIterator<T>, operation : FilterOperation, durability : int) : void
+ next() : T
+ getCriteria() : String
+ equals(other : Object) : boolean
+ hashCode() : int
+ toString() : String
+ PriceFilter<T>
- price : int
+ PriceFilter(iterator : InventoryIterator<T>, operation : FilterOperation, price : int) : void
+ next() : T
+ getCriteria() : String
+ equals(other : Object) : boolean
+ hashCode() : int
+ toString() : String
+ WeightFilter<T>
- weight : int
+ WeightFilter(iterator : InventoryIterator<T>, operation : FilterOperation, weight : int) : void
+ next() : T
+ getCriteria() : String
+ equals(other : Object) : boolean
+ hashCode() : int
+ toString() : String
+ ComposureFilter<T>
- composure : int
+ ComposureFilter(iterator : InventoryIterator<T>, operation : FilterOperation, composure : int) : void
+ next() : T
+ getCriteria() : String
+ equals(other : Object) : boolean
+ hashCode() : int
+ toString() : String
+ AwarenessFilter<T>
- awareness : int
+ AwarenessFilter(iterator : InventoryIterator<T>, operation : FilterOperation, awareness : int) : void
+ next() : T
+ getCriteria() : String
+ equals(other : Object) : boolean
+ hashCode() : int
+ toString() : String
+ DraftingFilter<T>
- drafting : int
+ DraftingFilter(iterator : InventoryIterator<T>, operation : FilterOperation, drafting : int) : void
+ next() : T
+ getCriteria() : String
+ equals(other : Object) : boolean
+ hashCode() : int
+ toString() : String
+ StraightsFilter<T>
- straights : int
+ StraightsFilter(iterator : InventoryIterator<T>, operation : FilterOperation, straights : int) : void
+ next() : T
+ getCriteria() : String
+ equals(other : Object) : boolean
+ hashCode() : int
+ toString() : String
+ CorneringFilter<T>
- cornering : int
+ CorneringFilter(iterator : InventoryIterator<T>, operation : FilterOperation, cornering : int) : void
+ next() : T
+ getCriteria() : String
+ equals(other : Object) : boolean
+ hashCode() : int
+ toString() : String
+ RecoveryFilter<T>
- recovery : int
+ RecoveryFilter(iterator : InventoryIterator<T>, operation : FilterOperation, recovery : int) : void
+ next() : T
+ getCriteria() : String
+ equals(other : Object) : boolean
+ hashCode() : int
+ toString() : String
<<interface>>
+ MaterialFilterable
- getDurability() : int
- getPrice() : int
- getQuality() : String
- getWeight() : int
<<interface>>
+ SkillFilterable
- getComposure() : int
- getAwareness() : int
- getDrafting() : int
- getStraights() : int
- getCornering() : int
- getRecovery() : int