Ocean Explorer

Ocean Explorer

- dimension : int
- scale : int
- island count : int
- pirateshipCount : int
- root : pane
- scene : Scene
- shipImage : Image
- pirateshipImage : Image
- shipImageView : ImgView
- pirateshipImageView : ImageView
- pirateship2 ImageView : ImageView
- islandmap : int []
- found Target : boolean

- OceanExplorer()
- start(stage) : void
- drawMap() : void
- loadShipImage() : void
- startSailing() : void
- main() : void

Ship

Ship

- observer list <observer>
- current shiploca: point
- myGrid : int()()

- Ship(oceanMap)
- getshiplocation() : point
- goEast() : void
- goWest() : void
- go North() : void
- go South() : void
- registerObserver() : void
- notify Observer() : void

PirateShip

PirateShip

- currentship Position : point
- current Pirateship location : point
- myGrid : int()()
- rand : Random

- pirateship(Oceanmap)
- get Pirateship location() : point
- place pirate() : void
- move pirateship() : void

OceanMap

OceanMap

- dimension : int
- island count : in
- myGrid : int()
- current ship : point

- Oceansmap (int, int)
- getMap() : int
- place island() : void
- Placeship() : point
- get shiplocation() : point