University of Calgary
CPSC 219

Task 2

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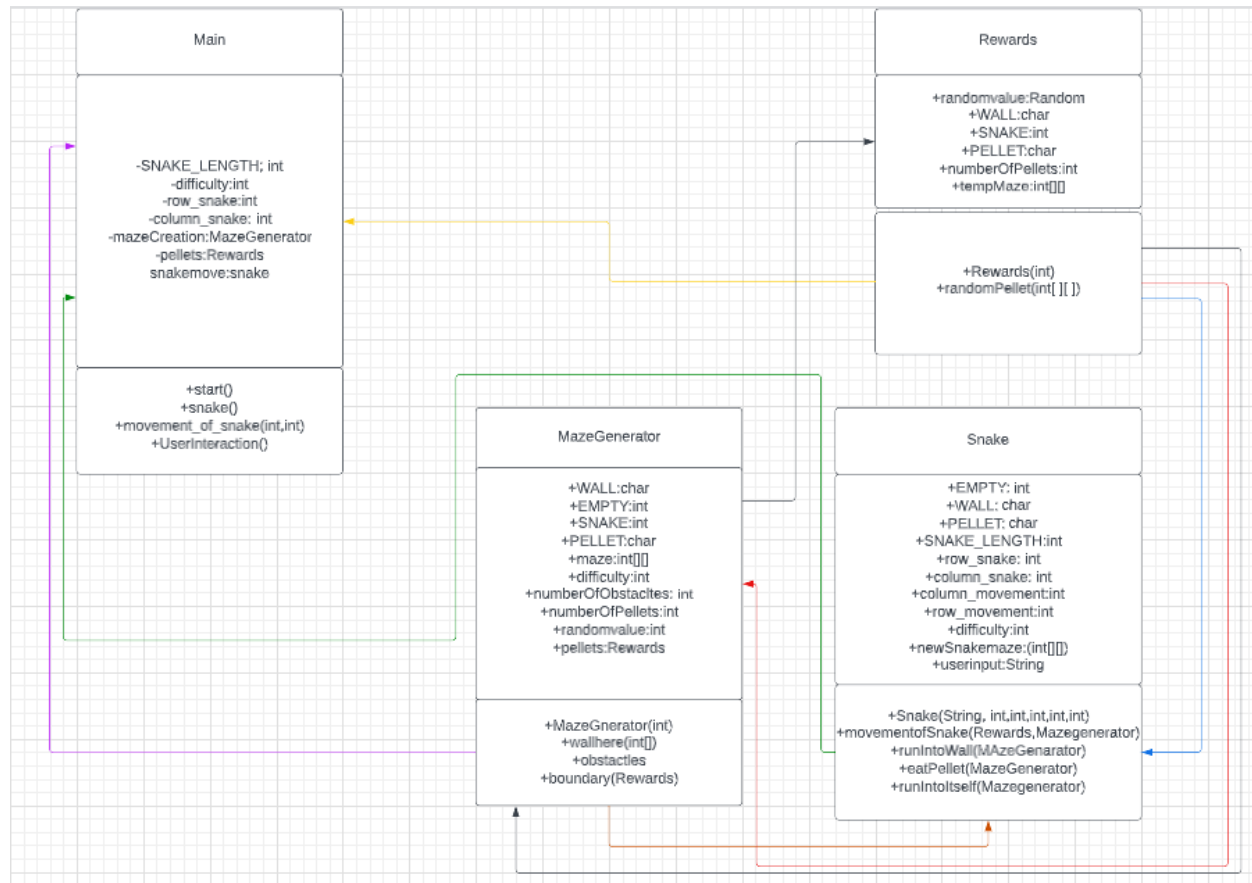Tutorial: T01

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Class Diagram

Main

-SNAKE_LENGTH; int
-difficulty:int
-row_snake:int
-column_snake: int
-mazeCreation:MazeGenerator
-pellets:Rewards
snakemove:snake

+start()
+snake()
+movement_of_snake(int,int)
+UserInteraction()

Rewards

+randomvalue:Random
+WALL:char
+SNAKE:int
+PELLET:char
+numberOfPellets:int
+tempMaze:int[][]

+Rewards(int)
+randomPellet(int[ ][ ])

MazeGenerator

+WALL:char
+EMPTY:int
+SNAKE:int
+PELLET:char
+maze:int[][]
+difficulty:int
+numberOfObstacltes: int
+numberOfPellets:int
+randomvalue:int
+pellets:Rewards

+MazeGnerator(int)
+wallhere(int[])
+obstactles
+boundary(Rewards)

Snake

+EMPTY: int
+WALL: char
+PELLET: char
+SNAKE_LENGTH:int
+row_snake: int
+column_snake: int
+column_movement:int
+row_movement:int
+difficulty:int
+newSnakemaze:(int[][])
+userinput:String

+Snake(String, int,int,int,int,int)
+movementofSnake(Rewards,Mazegenerator)
+runIntoWall(MAzeGenarator)
+eatPellet(MazeGenerator)
+runIntoItself(Mazegenerator)

Figure 1.1- Class diagram for "SnakeMaze"; Group 13.

Description: A class diagram involving the relationships of main and the three class structors.