

<div><div>class Plant</div><div><ul style="list-style-type: none">- Int x;- Int y;- Int health;- Int damage;- Int range;- Int shotCounter;- Int type;- ArrayList<Projectile> projectiles;</div><div></div><div>float getX(); float getY(); ArrayList<Projectile> getProjectiles(); void shoot(); void display(); void move();</div></div>	<div><div>class Zombie</div><div><ul style="list-style-type: none">- Int x;- Int y;- Int health;- Int damage;- Int state;- Color c;- Int type;</div><div></div><div>float getX(); / void setX(); float getY(); / void setY(); Int getHealth(); / void setHealth(); Int getState(); / void setState(); void die(); void display(); void move();</div></div>
<div><div>class Projectile implem. Comparable</div><div><ul style="list-style-type: none">- float x;- float y;- Int damage;- Color c</div><div></div><div>float getX(); / void setX(); float getY(); / void setY(); Int getDamage(); / void setDamage(); Int compareTo(); void display(); void move();</div></div>	<div><div>class Sunlight</div><div><ul style="list-style-type: none">- float x;- float y;- Int state;- Color c</div><div></div><div>float getX(); / void setX(); float getY(); / void setY(); boolean hit(); void display(); void move();</div></div>