Final Project UML Diagrams
Pokemon Shining Pearl

<u>Woo.java</u>

Instance Variables

- InputStreamReader   isr
- BufferedReader   in

Methods

+   void   wait(int)
+   void   walk()
+   void   region(String, String, String, String, String)
+   void   main(String)

<u>Player.java</u>

Instance variables

+   String   _name
+   boolean   _gender
+   int   _numPokemon
+   int   _numPokeball
+   int   _numBerries

Methods

+   Player()
+   Player(String, boolean)
+   void   displayPokedex()
+   void   displayInventory()

<u>Human.java</u>

Instance variables

+   String   _name
+   boolean   _gender
+   int   _role

Methods

+   Human()

```
+                  Human(boolean, int, String)
+       boolean    getGender()
+       String     getRole()
+       String     getName()
+       void       greet(Human)
+       void       goodbye(Human)
```

Pokemon.java

Instance variables
```
+       String     _name
+       int        _lvl
+       int        _exp
+       int        _hp
+       int        _attack
+       int        _defense
+       int        _mana
```
Methods
```
+                  Pokemon()
+                  Pokemon(int, int)
+       int        getLvl()
+       int        getExp()
+       void       lvlUp()
+       void       increaseExp()
+       boolean    runAway(Pokemon)
```

<<interface>>
Types.java

Methods
```
+       int        getHP()
+       int        getAttack()
+       int        getDefense()
+       int        getMana()
+       int        isAlive()
+       boolean    isAlive()
+       void       display()
+       void       move(String. Fire, String)
+       void       move(String, Water, String)
+       void       move(String, Grass, String)
```

Fire.java

Instance Variables

+	String	_name
+	int	_hp
+	int	_attack
+	int	_defense
+	int	_mana

Methods

+		Fire(int, int)
+	int	getHP()
+	int	getAttack()
+	int	getDefense()
+	int	getMana()
+	boolean	isAlive()
+	void	display()
+	void	move(String, Fire, String)

Water.java

Instance Variables

+	String	_name
+	int	_hp
+	int	_attack
+	int	_defense
+	int	_mana

Methods

+		Water(int, int)
+	int	getHP()
+	int	getAttack()
+	int	getDefense()
+	int	getMana()
+	boolean	isAlive()
+	void	display()
+	void	move(String, Water, String)

Grass.java

Instance Variables

+	String	_name
+	int	_hp
+	int	_attack
+	int	_defense
+	int	_mana

Methods

+		Grass(int, int)
+	int	getHP()
+	int	getAttack()
+	int	getDefense()
+	int	getMana()
+	boolean	isAlive()
+	void	display()
+	void	move(String, Grass, String)