Plant
```
# x : int
# y : int
# idle : PImage[]
# seed : PImage
# price : int
# hp : int
# recharge : int
# dmg : int
# timer : int
# ctr : int
# idleSize : int
# health : int

+ drawIdle (app : PApplet) : void
+ getX() : int
+ setX(x : int) : void
+ getY() : int
+ setY(y : int) : void
+ getIdle() : PImage[ ]
+ setIdle(idle : PImage [ ]) : void
+ getSeed() : PImage
+ setSeed(seed : PImage) : void
+ getHp() : int
+ setHp(hp : int) : void
+ getTimer() : int
+ setTimer(timer : int) : void
+ getRecharge() : int
+ getPrice() : int
+ getCtr() : int
+ setCtr(ctr : int) : void
+ getIdleSize() : int
+ getHealth() : int
```

Bullet
```
- bullet : GUIButton
- dmg : int
- idleSize : int
- ctr : int
- type : String
- idle : PImage [ ]
- change : boolean

+ getBullet(): GUIButton
+ getDmg(): int
+ getType(): String
+ setType(type: String): void
+ getIdle(): PImage[]
+ setIdle(idle: PImage[]): void
+ getCtr(): int
+ setCtr(ctr: int): void
+ drawIdle(app: PApplet): void
+ damage(zombie: ArrayList<Zombie>): boolean
+ isChange(): boolean
+ setChange(change: boolean): void
```

PlayMusic
```
- filepath: String
- clip: Clip
- clipTimePosition: long

+ stop()
+ pause()
+ resume()
```

GUIButton
```
- x: int
- y: int
- width: int
- height: int
- bgcolor: Color

+ getX(): int
+ setX(x: int)
+ getY(): int
+ setY(y: int)
+ getWidth(): int
+ setWidth(width: int)
+ getHeight(): int
+ setHeight(height: int)
```

LawnMower
```
- x: int
- y: int
- width: int
- height: int
- idleSize: int
- ctr: int
- awal: int
- idle: PImage[]

+ getX(): int
+ setX(x: int)
+ getY(): int
+ setY(y: int)
+ getCtr(): int
+ setCtr(ctr: int)
+ setY(y: int)
+ drawIdle(app: PApplet)
+ drawPoolCleaner(app: PApplet)
+ lindes(zombieActive: ArrayList<Zombie>)
```

Tile
```
- tile: GUIButton
- plant: ArrayList<Plant>
- isWater: boolean
- plantable: boolean

+ getTile(): GUIButton
+ hasPlant(): boolean
+ getPlant(): Plant
+ getAllPlants(): ArrayList<Plant>
+ setPlant(plant: Plant)
+ addPlant(plant: Plant)
+ isWater(): boolean
+ setIsWater(isWater: boolean)
+ isPlantable(): boolean
+ setPlantable(plantable: boolean)
```

PeVeZet
```
- WIDTH: int
- HEIGHT: int
- FPS: int
- bg: PImage
- lagu: String
- ThemeSong: PlayMusic
- adventure: GUIButton
- survival: GUIButton
- exit: GUIButton
- cekexit: boolean
- cekadv: boolean
- ceksurv: boolean

+ settings() : void
+ setup() : void
+ draw() : void
+ update(x : int , y : int , b : GUIButton) : void
+ overRect(x : int , y : int , width : int, height : int) : boolean
+ mousePressed()
```

Adventure
```
- WIDTH: int
- HEIGHT: int
- FPS: int
- bg: PImage
- sun: PImage
- pick: PImage
- pausemenu: PImage
- shovelImg: PImage
- over: PImage
- win: PImage
- lagu: String
- ThemeSong: PlayMusic
- time: int
- delay: int
- now: int
- grass: GUIButton
- pool: GUIButton
- playgrass: boolean
- playpool: boolean
- pause: boolean
- gameover: boolean
- victory: boolean
- choosePlant: ArrayList<Plant>
- plants: ArrayList<Plant>
- combinePlant: ArrayList<Plant>
- plantpicker: ArrayList<Plant>
- zombies: ArrayList<Zombie>
- zombieActive: ArrayList<Zombie>[]
- bullets: ArrayList<Bullet>
- bulletActive: ArrayList<Bullet>[]
- tiles: Tile[][]
- lawnMower: LawnMower[]
- suns: Plant
- shovel: GUIButton
- plantFood: GUIButton
- plantFoodImg: PImage[]
- shovelSelect: boolean
- pickplant: boolean
- plantFoodSelect: boolean
- playlevel: boolean
- cekclear: boolean
- levelselect: boolean
- ceklevelselect: boolean
- playerSun: int
- food: int
- level: int
- spawntime: int
- zombieget: int
- zombietotal: int

+ settings(): void
+ setup(): void
+ loadAsset(): void
+ setupLevel(): void
+ draw() : void
+ overRect(x : int , y : int , width : int, height : int) : boolean
+ mousePressed()
+ updateTime(): void
+ resetLevel(): void
+ cekTembak(y : int) : boolean
+ hoverMenuGame() : void
+ pickPlant() : void
+ levelSelect() : void
+ plantSeed() : void
+ drawLawnMower() : void
+ drawPlant() : void
+ drawZombie() : void
+ drawBullet() : void
+ pressMenu() : boolean
+ playLevel() : void
+ playGrass() : void
+ playPool() : void
```

Survival
```
- WIDTH: int
- HEIGHT: int
- FPS: int
- bg: PImage
- sun: PImage
- pick: PImage
- pausemenu: PImage
- shovelImg: PImage
- over: PImage
- lagu: String
- ThemeSong: PlayMusic
- time: int
- delay: int
- now: int
- grass: GUIButton
- pool: GUIButton
- playgrass: boolean
- playpool: boolean
- pause: boolean
- gameover: boolean
- choosePlant: ArrayList<Plant>
- plants: ArrayList<Plant>
- combinePlant: ArrayList<Plant>
- plantpicker: ArrayList<Plant>
- zombies: ArrayList<Zombie>
- zombieActive: ArrayList<Zombie>[]
- bullets: ArrayList<Bullet>
- bulletActive: ArrayList<Bullet>[]
- tiles: Tile[][]
- lawnMower: LawnMower[]
- select: Plant
- suns: Plant
- shovel: GUIButton
- plantFood: GUIButton
- plantFoodImg: PImage[]
- shovelSelect: boolean
- pickplant: boolean
- plantFoodSelect: boolean
- playerSun: int
- food: int
- spawntime: int
- zombieget: int
- ambil: int

+ settings() : void
+ setup() : void
+ loadAsset() : void
+ setupGrass() : void
+ setupPool() : void
+ draw() : void
+ overRect(x : int , y : int , width : int, height : int) : boolean
+ mousePressed()
+ updateTime() : void
+ cekTembak(y : int) : boolean
+ hoverMenuGame() : void
+ plantSeed() : void
+ drawLawnMower() : void
+ drawPlant() : void
+ drawZombie() : void
+ drawBullet() : void
+ pressMenu() : boolean
+ playGrass() : void
+ playPool() : void
```

CherryBomb
```
- batasKiri : int
- batasKanan : int

+ setBatas (t : Tile , i : int , j : int) : void
+ meledak (zombie : ArrayList<Zombie>) : void
+ zombieInRange (z : Zombie) : boolean
```

FlamingThreepeater
```
- peaCtr : int

+ getPeactr () : int
+ setPeaCtr (peaCtr : int) : void
+ addPea(bulletActive : ArrayList<Bullet>, bullet : Bullet, y : int) : void
```

CoconutCannon
```
- cocoCtr : int
- coolTime : int
- attack : PImage[ ]

+ drawCoolDown (app : PApplet) : void
+ drawAttack (app : PApplet) : boolean
+ getCocoCtr () : int
+ setCocoCtr(cocoCtr : int) : void
+ addCocoCtr(bulletActive : ArrayList<Bullet>, bullet : Bullet) : void
```

Wallfire
```
+ getDmg () : int
+ setDmg (dmg : int) : void
```

GreatWall

Wallnut

Torchwood

Lilypad

TwinFlowers
```
- sunCtr : int

+ getSunCtr () : int
+ setSunCtr (sunCtr : int) : void
+ addSun(bulletActive : ArrayList<Bullet>, bullet : Bullet, x : int , y : int) : void
```

PotatoMine
```
- potatoCtr : int
- delayHilang : int
- ready : boolean
- meledak : boolean
- zombieTerkena : ArrayList<Zombie>
- exploade : PImage[]
- tempIdle : PImage[ ]

+ meledak (z : ArrayList<Zombie> , t : Tile) : boolean
+ count() : void
+ keluar() : void
+ cekAdaZombie (z : ArrayList<Zombie>) : void
+ cekPosZombie (z : Zombie) : boolean
```

Sunflower
```
- sunCtr : int

+ getSunCtr () : int
+ setSunCtr (sunCtr : int) : void
+ addSun(bulletActive : ArrayList<Bullet>, bullet : Bullet, x : int , y : int) : void
```

TangleKelp
```
- tangleCtr : int
- startAttack : int
- attack : boolean
- zombieTerkena : ArrayList<Zombie>
- attackImg : PImage[ ]

+ attack (z : ArrayList<Zombie> , t : Tile) : boolean
+ count() : void
+ cekAdaZombie (z : ArrayList<Zombie>) : void
```

Peashooter
```
- peaCtr : int

+ getPeaCtr () : int
+ setPeaCtr (peaCtr : int) : void
+ addPea(bulletActive : ArrayList<Bullet>, bullet : Bullet) : void
```

SnowPea
```
- peaCtr : int

+ getPeaCtr () : int
+ setPeaCtr (peaCtr : int) : void
+ addPea(bulletActive : ArrayList<Bullet>, bullet : Bullet) : void
```

Zombie
```
- x: int
- y: int
- idle: PImage[]
- eat: PImage[]
- hp: int
- dmg: int
- speed: int
- ctr: int
- idleSize: int
- eatSize: int
- health: int
- walkCtr: int
- slowCtr: int

+ drawIdle(app: PApplet): void
+ drawEat(app: PApplet): void
+ makan(t: Tile): boolean
+ getX(): int
+ setX(x: int): void
+ getY(): int
+ setY(y: int): void
+ getIdle(): PImage[]
+ setIdle(idle: PImage[]): void
+ getHp(): int
+ setHp(hp: int): void
+ getDmg(): int
+ getSpeed(): int
+ getCtr(): int
+ setCtr(ctr: int): void
+ setIdleSize(idleSize: int): void
+ getHealth(): int
+ getWalkCtr(): int
+ setWalkCtr(walkCtr: int): void
+ setEat(eat: PImage[]): void
+ setEatSize(eatSize: int): void
```

Basic

Conehead

DuckyTube
```
- swim : PImage[ ]
- swimSize : int
```

Football

Gargantuar
```
- lempar : boolean

+ isLempar(): boolean
+ setLempar(lempar : boolean): void
```

Imp
```
- yawal : int
- changeY : int
- changeX : int

+ jalan() : boolean
+ getYawal() : int
+ getChangeY() : int
+ getChangeX() : int
```

Snorkel
```
- swim : PImage[ ]
- swimSize : int
```