

Group 11. Iteration 2 Design Class Diagram

GUI <User Interface>

GPC <User Interface>

TMD <User Interface>

colors<User Interface>

shapesList
SHAPE_LIST :shapeButton[][] actions : [][]int shapes : [][]int
+shapesList() -flipH(int[][] ) : void -flipV(int[][] ) :void -rotateCoordinatesCW() : void -rotateCoordinatesCCW() : void -hideShape(MouseEvent e) : void -drawShapes() : void

shapeButton
index : int
+shapeButton(int ) :int

GameBoard
actions : int[][] GRID_SIZE : int button : customButton[][] map : Dictionary<String,String>
+GameBoard(int) -isPlaceable(int , int, int[][] ) : boolean +setAction(int[][] ) : void +getBoard() : String

customButton
x : int y : int linien : int taken : boolean
+customButton(String, int, int) +getPos() : int[] +paintComponent(Graphics) : void

Game
GRID_SIZE : int shapelist : shapesList map : Dictionary <Object,Object> GAME_BOARD : GameBoard timer : Timer button :customButton[][]
+Game(GUI) -isPlaceable(int,int,int[][] ) : boolean

