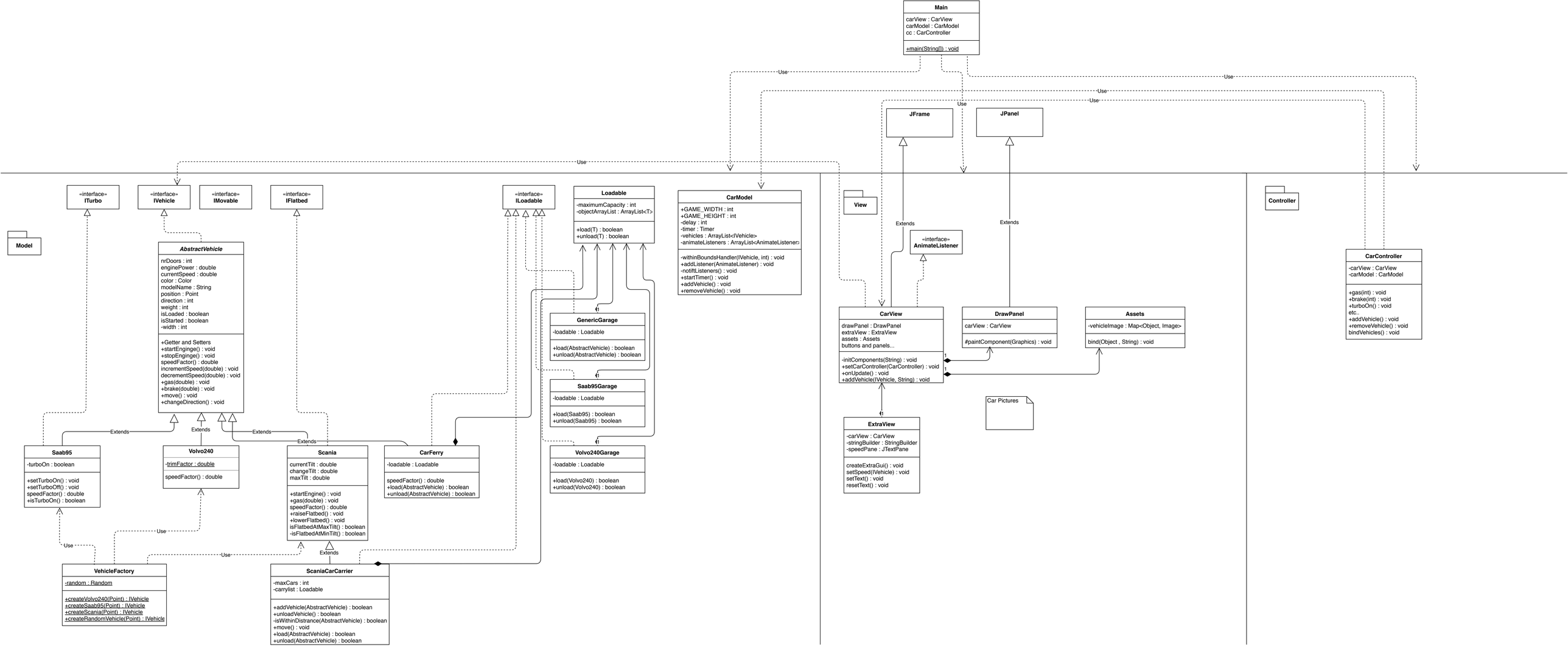
Main
carView : CarView
carModel : CarModel
cc : CarController
+main(String[]) : void
Use
JFrame
JPanel
Extends
Model
«interface»
ITurbo
«interface»
IVehicle
«interface»
IMovable
«interface»
IFlatbed
«interface»
ILoadable
Loadable
-maximumCapacity : int
-objectArrayList : ArrayList<T>
+load(T) : boolean
+unload(T) : boolean
CarModel
+GAME_WIDTH : int
+GAME_HEIGHT : int
-delay : int
-timer : Timer
-vehicles : ArrayList<IVehicle>
-animateListeners : ArrayList<AnimateListener>
-withinBoundsHandler(IVehicle, int) : void
+addListener(AnimateListener) : void
-notifiIListeners() : void
+startTimer() : void
+addVehicle() : void
+removeVehicle() : void
View
«interface»
AnimateListener
Controller
AbstractVehicle
nrDoors : int
enginePower : double
currentSpeed : double
color : Color
modelName : String
position : Point
direction : int
weight : int
isLoaded : boolean
isStarted : boolean
-width : int
+Getter and Setters
+startEnginge() : void
+stopEnginge() : void
speedFactor() : double
incrementSpeed(double) : void
decrementSpeed(double) : void
+gas(double) : void
+brake(double) : void
+move() : void
+changeDirection() : void
GenericGarage
-loadable : Loadable
+load(AbstractVehicle) : boolean
+unload(AbstractVehicle) : boolean
Saab95Garage
-loadable : Loadable
+load(Saab95) : boolean
+unload(Saab95) : boolean
Volvo240Garage
-loadable : Loadable
+load(Volvo240) : boolean
+unload(Volvo240) : boolean
CarView
drawPanel : DrawPanel
extraView : ExtraView
assets : Assets
buttons and panels...
-initComponents(String) : void
+setCarController(CarController) : void
+onUpdate() : void
+addVehicle(IVehicle, String) : void
DrawPanel
carView : CarView
#paintComponent(Graphics) : void
Assets
-vehicleImage : Map<Object, Image>
bind(Object , String) : void
CarController
-carView : CarView
-carModel : CarModel
+gas(int) : void
+brake(int) : void
+turboOn() : void
etc..
+addVehicle() : void
+removeVehicle() : void
bindVehicles() : void
Car Pictures
ExtraView
-carView : CarView
-stringBuilder : StringBuilder
-speedPane : JTextPane
createExtraGui() : void
setSpeed(IVehicle) : void
setText() : void
resetText() : void
Saab95
-turboOn : boolean
+setTurboOn() : void
+setTurboOff() : void
speedFactor() : double
-isTurboOn() : boolean
Volvo240
-trimFactor : double
speedFactor() : double
Scania
currentTilt : double
changeTilt : double
maxTilt : double
+startEngine() : void
+gas(double) : void
speedFactor() : double
+raiseFlatbed() : void
+lowerFlatbed() : void
isFlatbedAtMaxTilt() : boolean
-isFlatbedAtMinTilt() : boolean
CarFerry
-loadable : Loadable
speedFactor() : double
+load(AbstractVehicle) : boolean
+unload(AbstractVehicle) : boolean
VehicleFactory
-random : Random
+createVolvo240(Point) : IVehicle
+createSaab95(Point) : IVehicle
+createScania(Point) : IVehicle
+createRandomVehicle(Point) : IVehicle
ScaniaCarCarrier
-maxCars : int
-carrylist : Loadable
+addVehicle(AbstractVehicle) : boolean
+unloadVehicle() : boolean
-isWithinDistrance(AbstractVehicle) : boolean
+move() : void
+load(AbstractVehicle) : boolean
+unload(AbstractVehicle) : boolean
1
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