DartView

Attributes:
- frmDartGame : Jframe
- VVM : DartViewModel

Methods:
+ DartView()
+ main(String[]) : static void
- initialize() : void
- setTable() : void
- createTable(Jtable, GameInfo)

DartViewModel

Attributes:
- _game : Game
- users : ArrayList<User>

Methods:
+ DartViewModel()
+ DartViewModel(Game)
- init() : void
+ endGame() : void
+ newGame(Class<? extends Game>, Object[]) : void
+ inputScore(short) : GameEvent
+ getPlayerCount() : int
+ getTurnNum() : byte
+ getPlayerNum() : byte
+ getCurrentPlayer() : User
+ getPlayers() : ArrayList<User>
+ getScores() : ArrayList<Short>
+ getDartCounts() : ArrayList<Short>
+ getAverages() : ArrayList<Double>
+ getwinner() : User
+ hasWinner() : boolean
+ getUsers() : ArrayList<User>
+ addUser(User) : void

Game (abstract)

Attributes:

_info : GameInfo
turn_num : byte
player_num : byte

Methods:
+ Game(byte)
+ Game(User[])
+ addScore(short) : GameEvent
+ getInfo() : GameInfo
+ getTurnNum() : byte
+ getPlayerNum() : byte
+ getCurrentPlayer() : User

GameEvent (enum)

GAMEOVER
PLAYERBUSTED
INVALIDSCORE

ClassicDarts (Game)

Methods:
+ ClassicDarts(byte)
+ ClassicDarts(User[])
+ ClassicDarts(byte, short)
+ ClassicDarts(User[], short)
- init()
+ addScore(short) : GameEvent
+ saveData() : void

GameInfo

Attributes:
- _players : ArrayList<User>
- total_scores : ArrayList<Short>
- dart_counts : ArrayList<Short>
- _winner : User

Methods:
+ GameInfo(User[])
+ GameInfo(User[], Short[], Short[], User)
# copyGameInfo(GameInfo) : void
+ *convertJSON(JSONObject, List<User>) : GameInfo*
+ getTotalScores() : ArrayList<Short>
+ getDartCounts() : ArrayList<Short>
+ getAverages() : ArrayList<Double>
+ getPlayers() : ArrayList<User>
+ getWinner() : User
+ setWinner(User) : void

ClassicDartsInfo (GameInfo)

Attributes:
- TARGET_SCORE : final short

Methods:
+ ClassicDartsInfo(GameInfo, short)
+ getTargetScore()
+ getAverages()
+ *convertJSON(JSONObject, List<User>) : GameInfo*

User

Attributes:
- _name : String
- _id : int
- _wins : int
- _losses : int
- _dart_count : int
- _average : double

Methods:
+ User()
+ User(String)
+ User(int)
+ User(int, String, int, int, int, double)
+ toString() : String
+ getID() : int
+ getName() : String
+ setName(String) : void
+ isTemporary() : boolean
+ saveData() : void
+ getWins() : int
+ getLosses() : int
+ addResult(boolean) : void
+ getDartCount() : int
+ getAverage() : double
+ updateStats(int, double) : void

SavedDataReader (abstract)

Methods:
- *gameTypeToJSONArrayString(Class<? extends Game>) : String*
- *getBaseJSONObject() : JSONObject*
- *recreateBaseJSONObject() : JSONObject*
- *getBaseJSONObjectAndArrays() : Object[]*
- *readSavedDataArray(Class<? extends Game>) : JSONArray*
+ *getGameInfosForType(Class<? extends Game>) : ArrayList<GameInfo>*
+ *getUsers() : ArrayList<User>*
+ *getNextID() : int*
- *printToFile(JSONObject) : void*
appendGameData(JSONObject, Class<? extends Game>) : void
+ *saveUserData(JSONObject) : void*
+ *incrementNextUserID() : void*