Farnaz Tabrizi Software Engineering Assignment 2

UML Sketch:

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| CC Game  OcceanExplorer |
| -OcceanMap  -GridePane  -Ship |
| +PiratesWins: void  +Close(): void  +Start(): void |

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| <<Interface>> Subject  Ship |
| -ColumIndex: int  -rowIndex: int  +Ship(int, int): Array  +getColumIndex: int  +getRowIndex(): int  +changeLocation(int, int) |

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| <<Interface>> Observer  PirateShip |
| -column: int  -row: int  -image: Image  -targetColumn: int  -targetRow |
| +PirateShip(int, int)  +update(): void  -ChangeLocation(int, int)  +move(int, int): void |

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| OcceanMap |
| -NumberOfIslands: int  -NumberOfPiratesIsland  +ShipImage: Image  +PirateShipImage: Image  +islandImage: Image  +pirateIslandImage:Image |
| +OceanMap()  -placePirateIsland():void  -placePirateShip(int, int, int):void  -placeIslands(): void  -placeShip(): void  +getCCs()  +initImages(): void  -setGrid(): void  +getGrid(): Gridpane |

Journal:

The OceanExplorer is our main class, which extends application and implements the key handler. The OceanMap class is for preparing the map for the game, which places islands, pirate islands and ext. on the ocean. The pirateShip is our observer, the pirate ship movement methods implement there. The ship is our observable, the Christopher Columbus ship movement methods implement there.