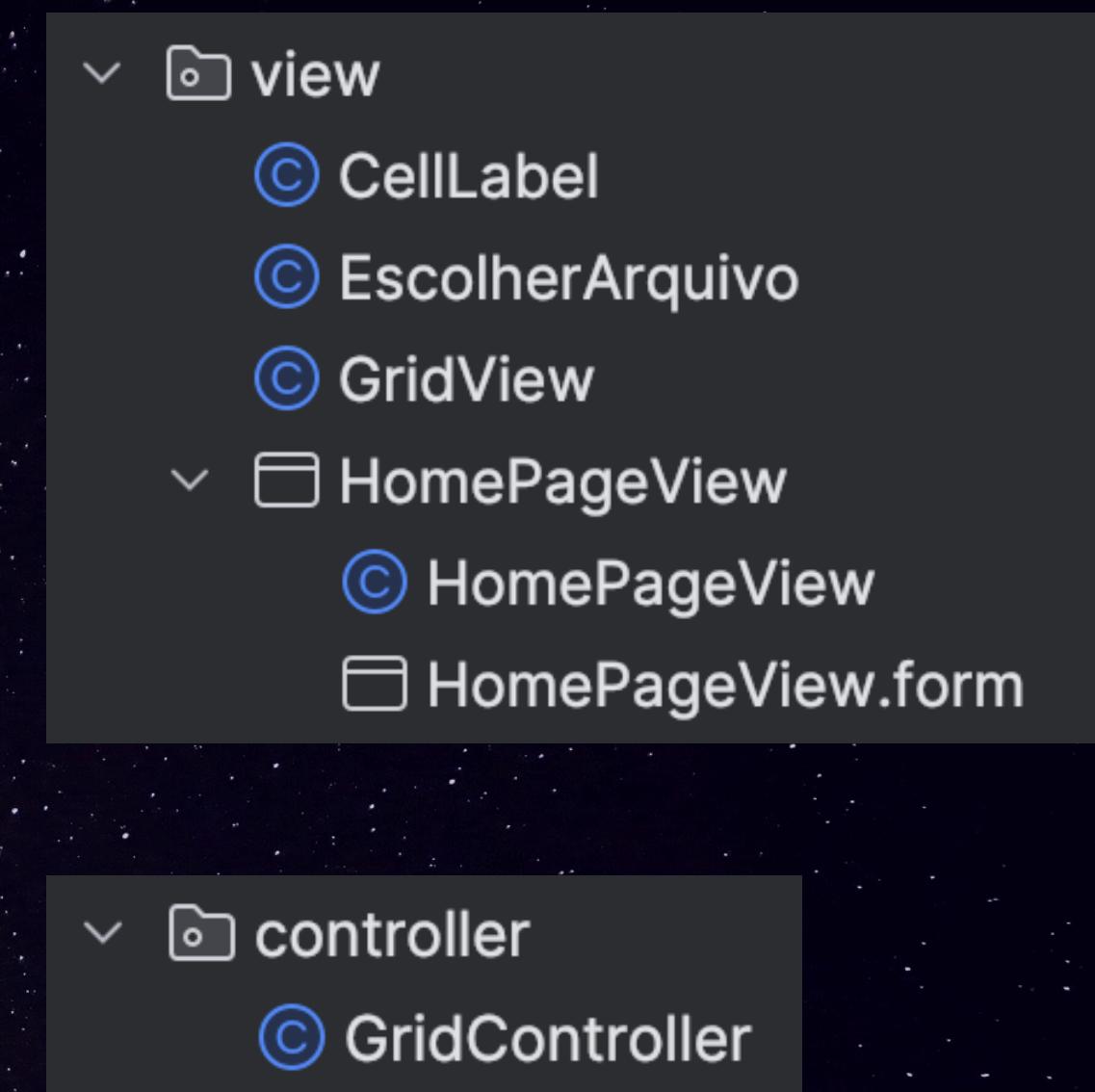
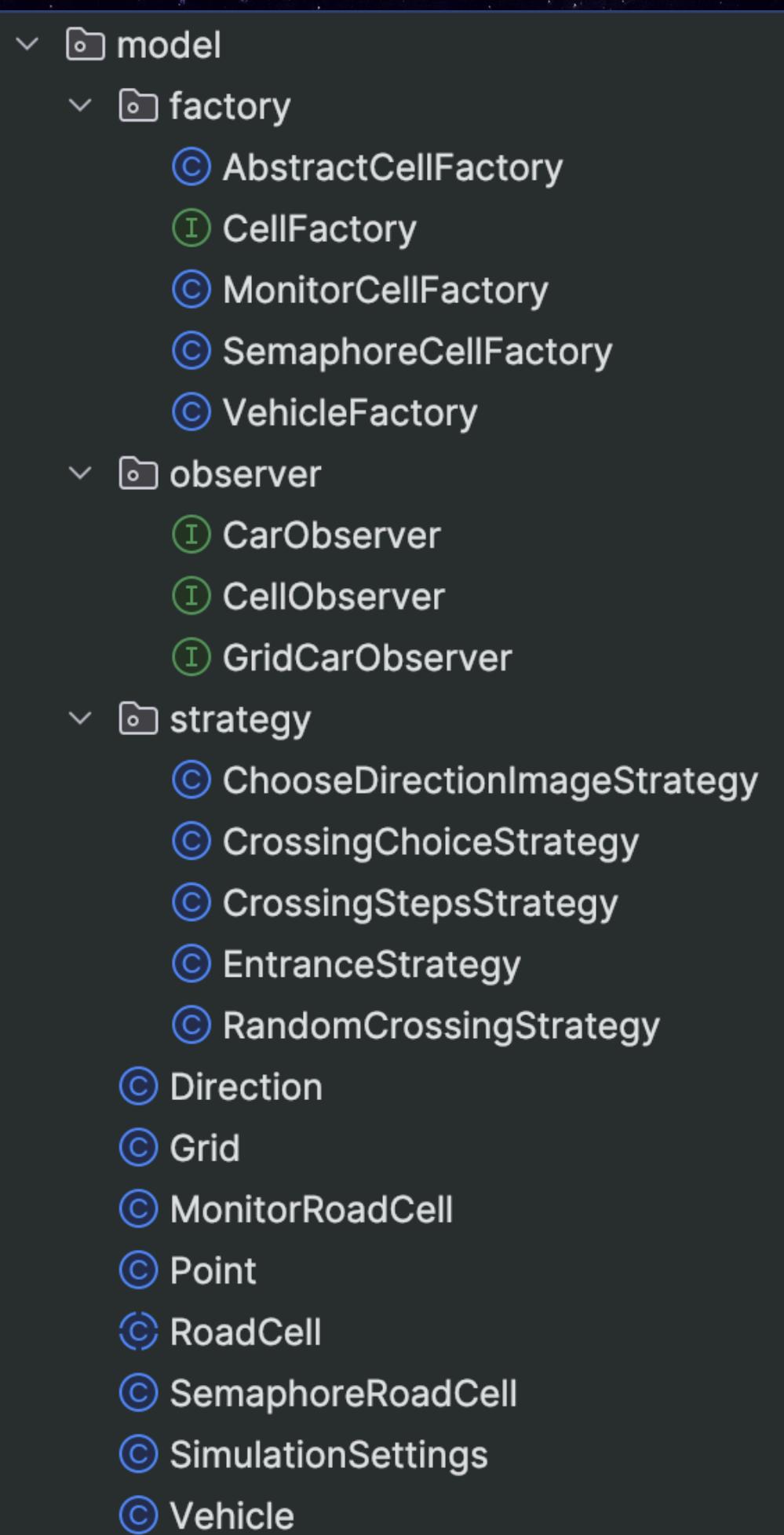
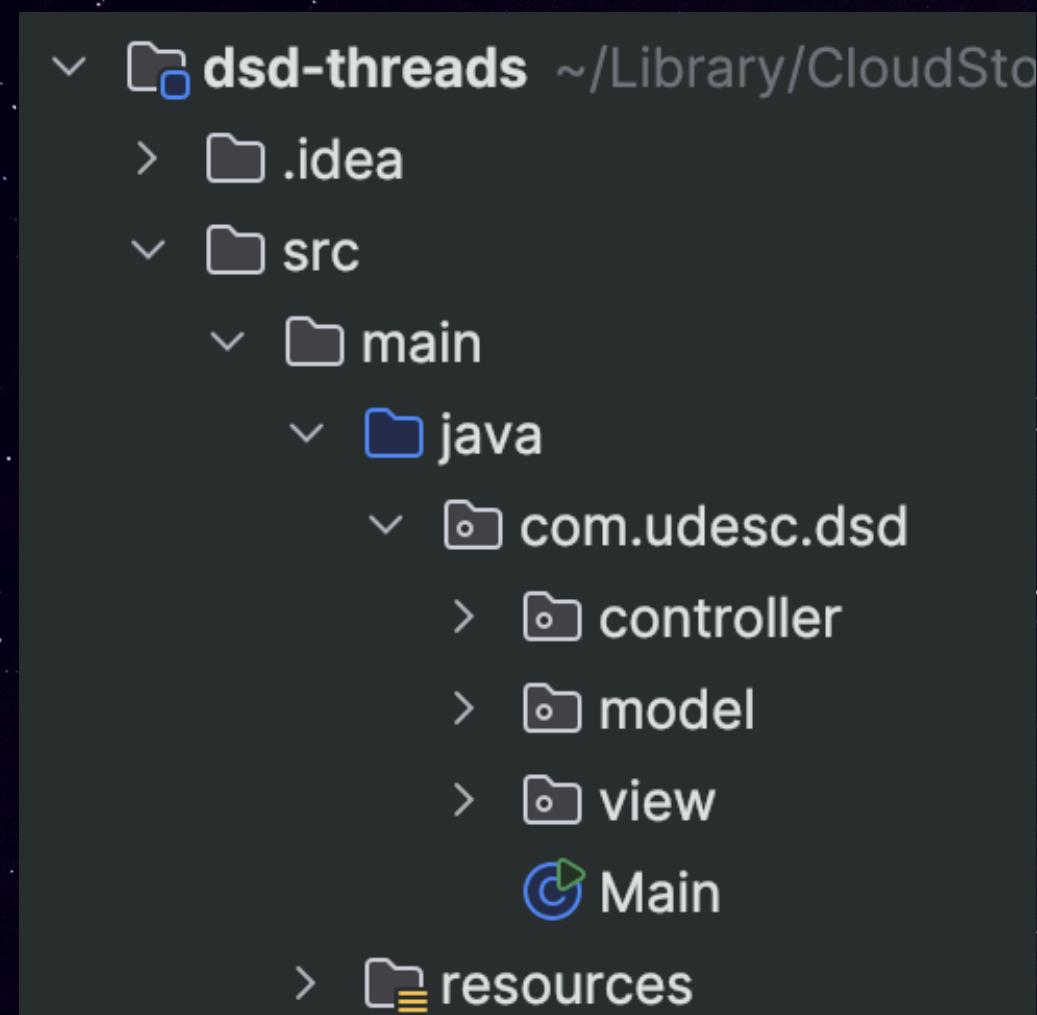


DSD-THREADS

**GUSTAVO HERNANDES
FURTADO DE AVELAR
TOBIAS FELIPE KIEFER**



ESTRUTURA DO PROJETO



PADRÕES DE PROJETO

FACTORY

OBSERVER

STRATEGY

SINGLETON

ABSTRACT FACTORY

BOAS PRÁTICAS DE PROGRAMAÇÃO

DIAGRAMA DE CLASSES

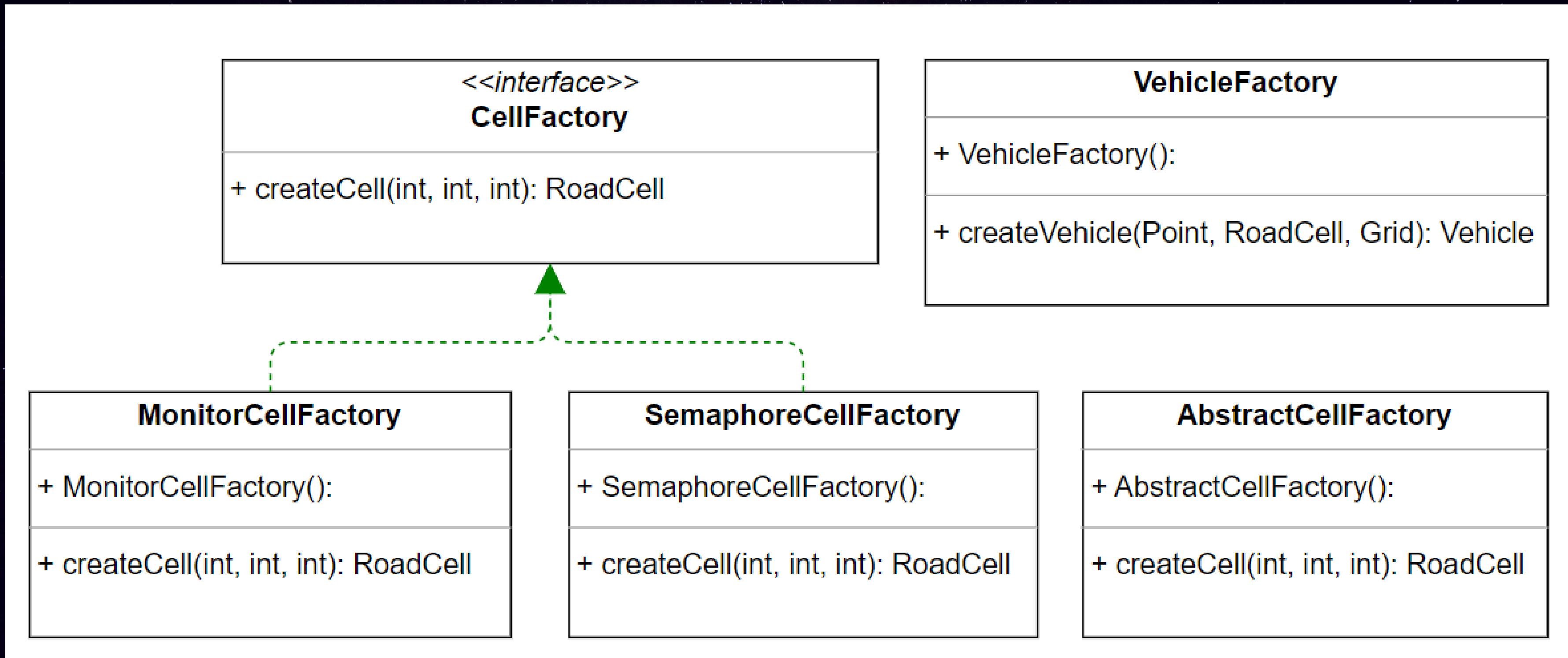


DIAGRAMA DE CLASSES

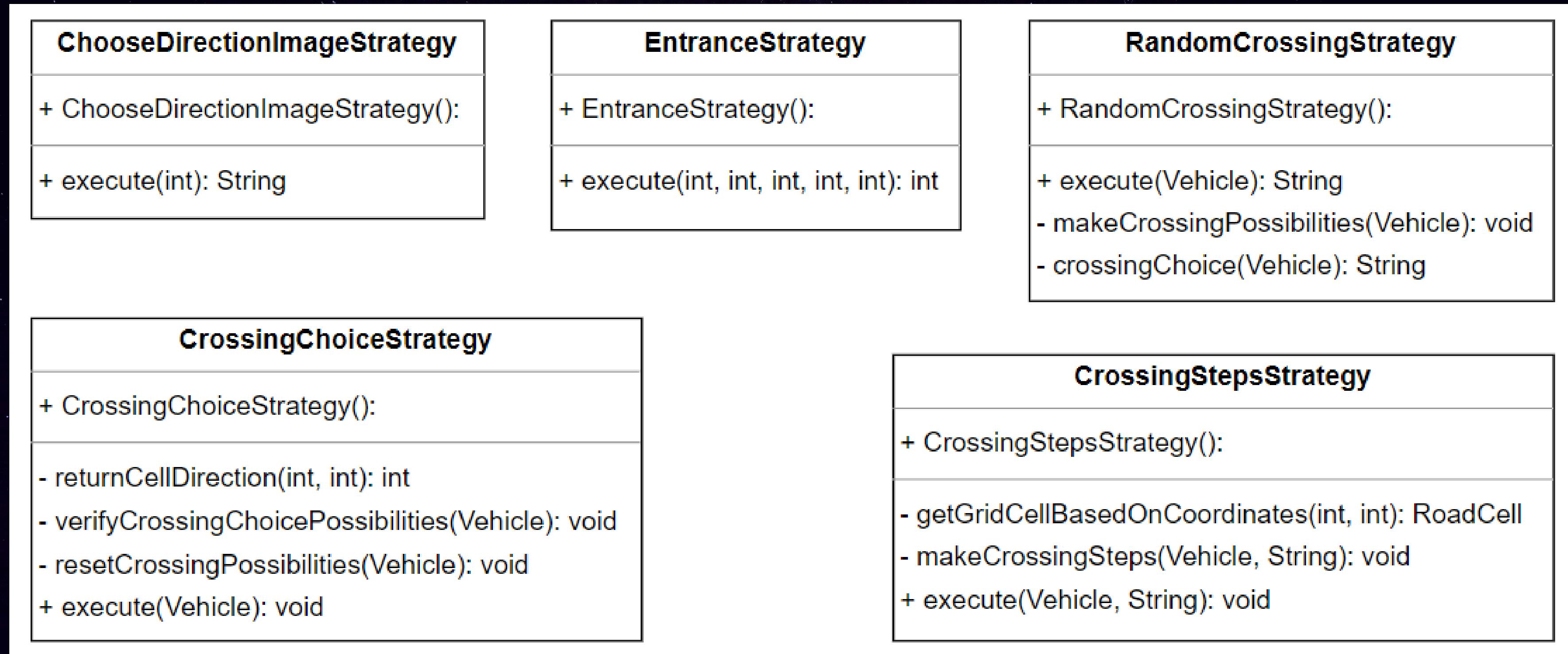


DIAGRAMA DE CLASSES

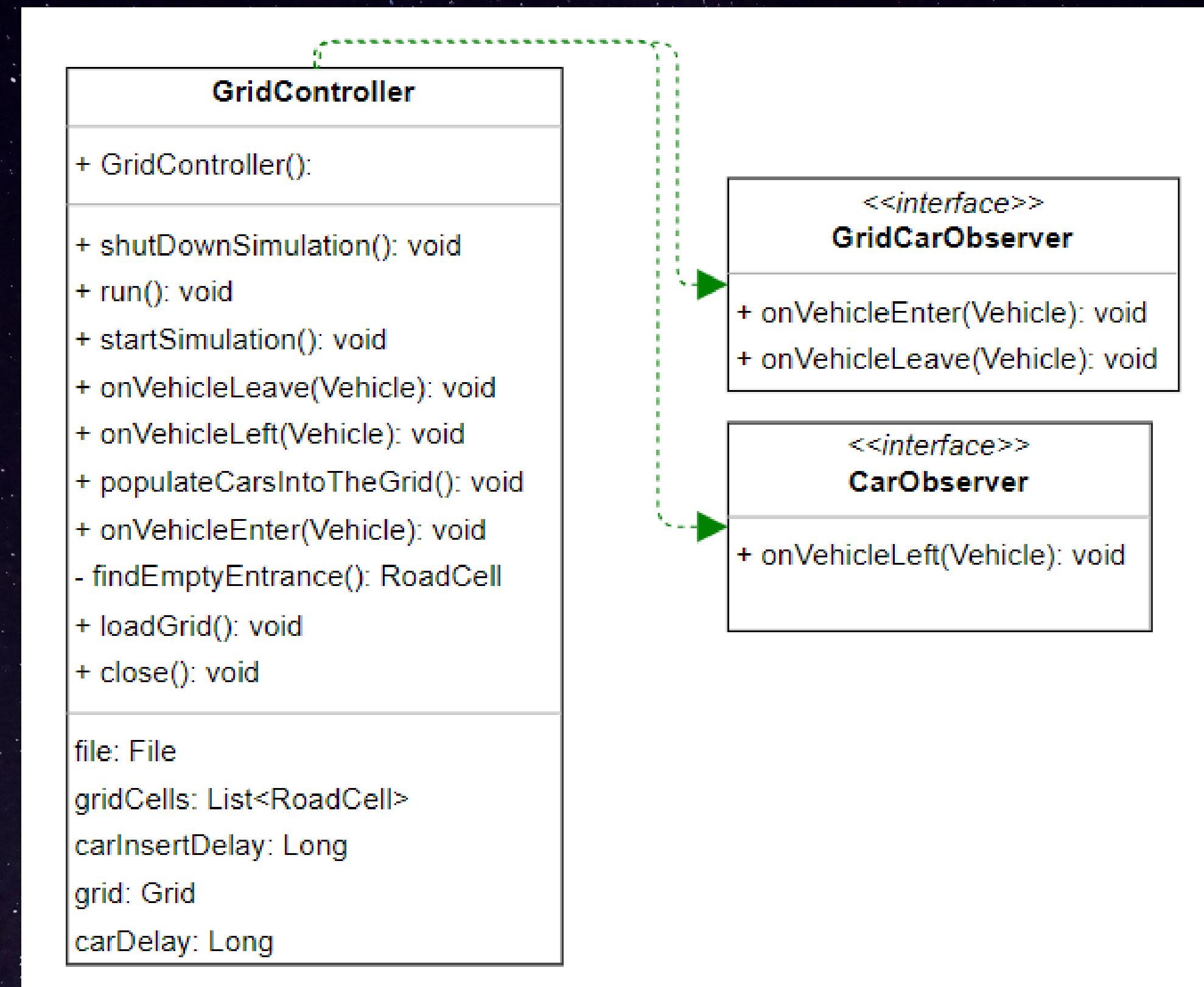


DIAGRAMA DE CLASSES

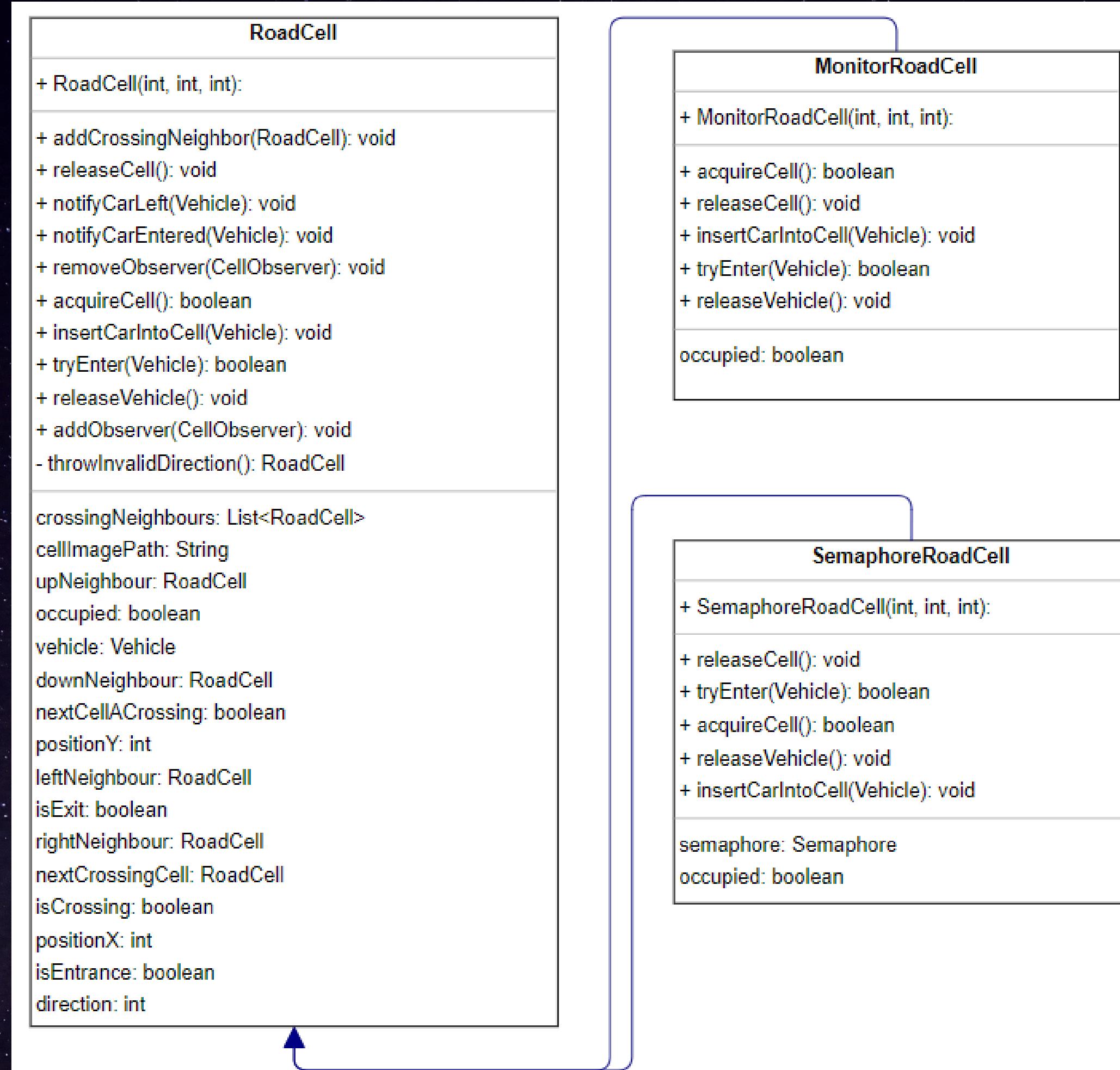


DIAGRAMA DE CLASSES

Vehicle	Grid
<p>+ Vehicle(int, int, Grid):</p> <p>- moveCar(RoadCell): void</p> <p>+ addObserver(CarObserver): void</p> <p>+ addCrossingPobility(String): void</p> <p>- chooseCellToMoveVehicleForward(): RoadCell</p> <p>+ notifyObserversCarIsOutOfGrid(): void</p> <p>- isAllPathFree(String): boolean</p> <p>+ run(): void</p> <p>+ removeObserver(): void</p> <p>+ removeCarFromGrid(): void</p> <p>- moveCarStraightForward(): void</p> <p>- followPath(): void</p> <p>- releaseCarFromAcquiredCrossingCells(List<RoadCell>): void</p> <p>+ addStepsToCrossingPath(RoadCell): void</p> <p> crossingPossibilities: List<String></p> <p>crossingRight: boolean</p> <p>carImage: String</p> <p>crossingPath: List<RoadCell></p> <p>destiny: RoadCell</p> <p>randomImage: String</p> <p>crossingUp: boolean</p> <p>currentCell: RoadCell</p> <p>y: int</p> <p>step3: RoadCell</p> <p>x: int</p> <p>crossingLeft: boolean</p> <p>step2: RoadCell</p> <p>step1: RoadCell</p> <p>crossingDown: boolean</p>	<p>- Grid():</p> <p>+ addExit(RoadCell): void</p> <p>+ getGridCellAt(int, int): RoadCell</p> <p>+ initializeCellNeighbours(): void</p> <p>+ initializeCells(): void</p> <p>+ addCell(Point, RoadCell): void</p> <p>+ notifyVehicleEnter(Vehicle): void</p> <p>- checkAndMakeCellIsEntranceOrExit(RoadCell, int, int): void</p> <p>+ notifyVehicleLeave(Vehicle): void</p> <p>+ addObserver(GridCarObserver): void</p> <p>+ addEntrance(RoadCell): void</p> <p> exits: List<RoadCell></p> <p>gridMap: int[][],</p> <p>cellsMap: Map<Point, RoadCell></p> <p>columCount: int</p> <p>entrances: List<RoadCell></p> <p>cells: List<RoadCell></p> <p>instance: Grid</p> <p>rowCount: int</p>

DIAGRAMA DE CLASSES

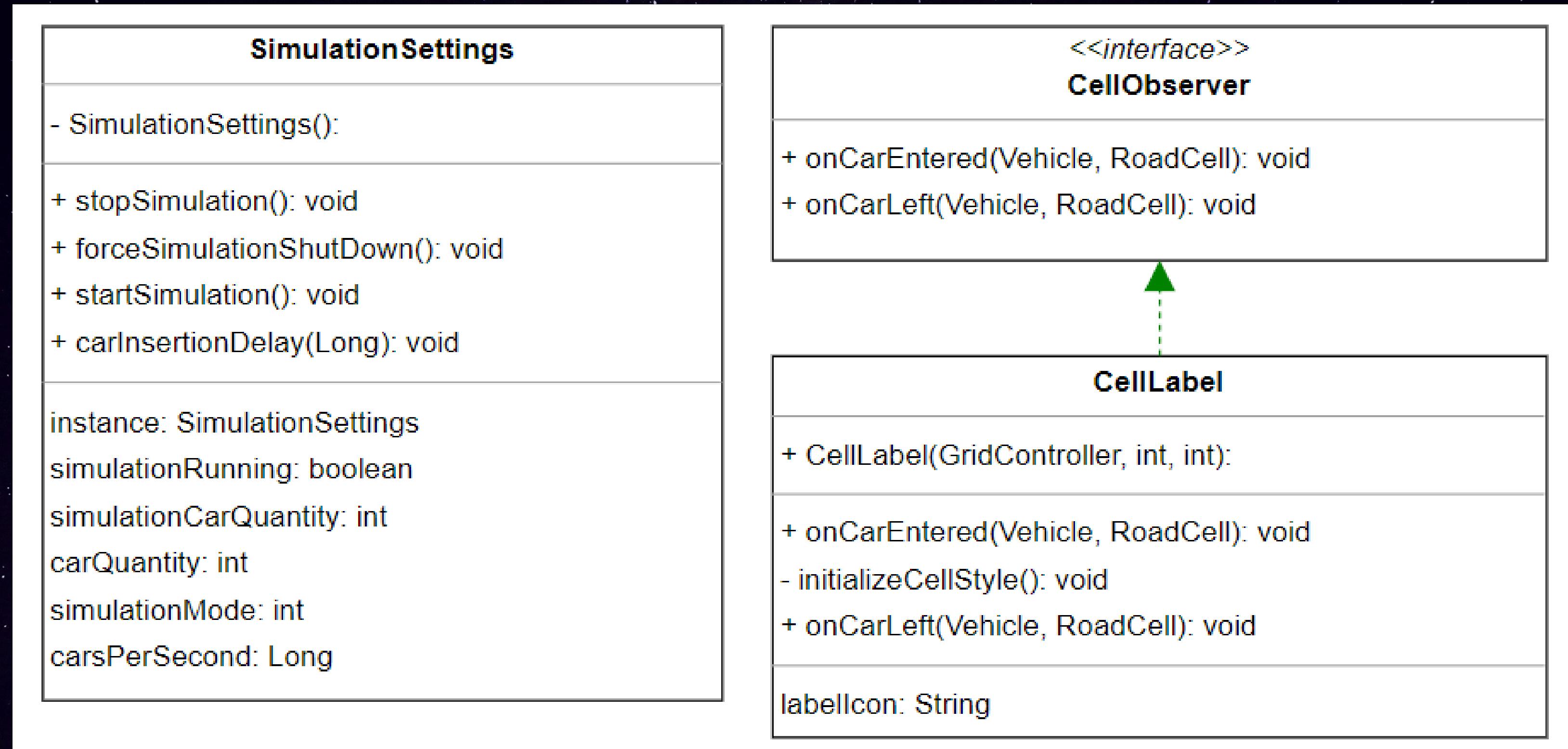
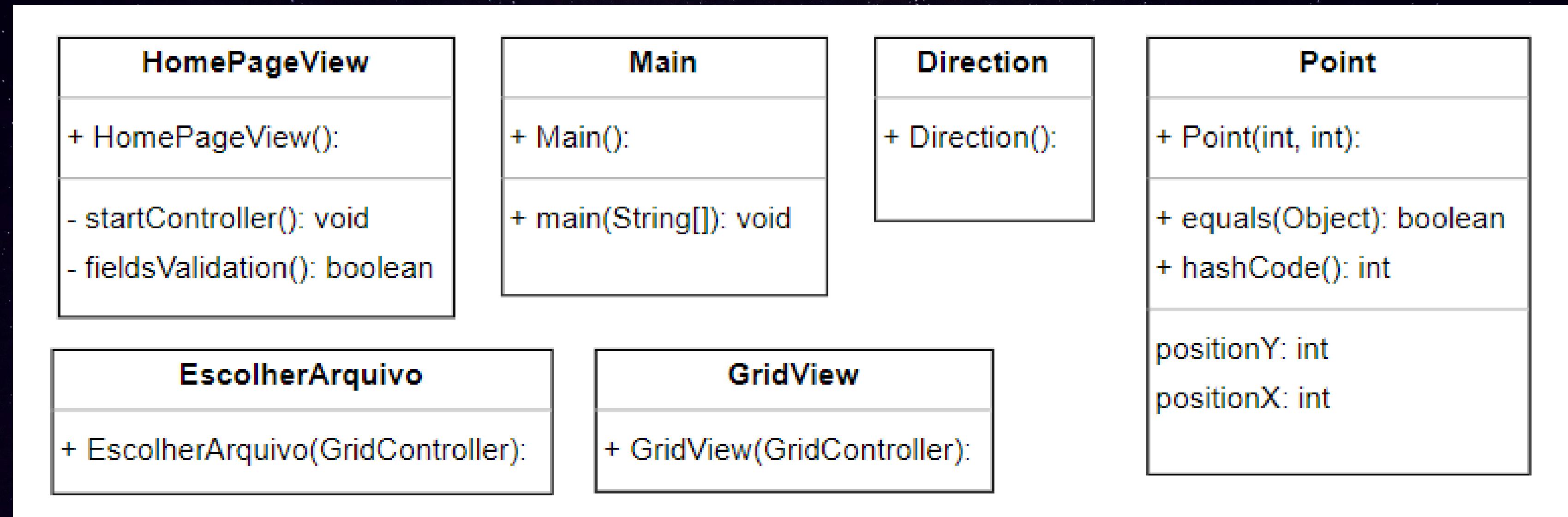


DIAGRAMA DE CLASSES



DIFICULDADES

MANTER O CARRO DENTRO DA VIA

EXCLUSÃO MÚTUA

INTERFACE GRÁFICA

VISUALIZAÇÃO PARA TESTES

CRUZAMENTO DOS CARROS

LEITURA DA MALHA

SOLUÇÕES

ORIENTAÇÃO A OBJETOS

DEPURAÇÃO DE CADA PROCEDIMENTO

UTILIZAÇÃO DE PADRÕES DE PROJETO

CONVERSAS E REUNIÕES ENTRE NÓS

HANDS ON - MÃOS NA MASSA

