

1 Preface

The latest version is in

<https://github.com/JavaFxFjuKaLiLi/Software-design-description>

Contents

1	Preface	1
2	Member	1
3	Introduction	1
4	Design Viewpoints	1
4.1	Logical Viewpoint	1
4.1.1	CalculatorPlay	1
4.1.2	HomeController	2
4.1.3	SettingPageController	2
4.1.4	GamePageController	2

2 Member

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3 Introduction

Our project is a game that use funny buttons to reach the goal unumber.

4 Design Viewpoints

4.1 Logical Viewpoint

4.1.1 CalculatorPlay

CalculatorPlay Class is enter interface.

CalculatorPlay
-MediaPlayer mp
+main() +start(Stage stage)

4.1.2 HomePageController

HomePageController Class will show home page.

HomePageController
+closeButtonAction(ActionEvent event) +StartButton(ActionEvent event) +StartSetting(ActionEvent event) +initialize(URL url, ResourceBundle rb)

4.1.3 SettingPageController

SettingPageController Class will show setting page.

SettingPageController
+BackButton(ActionEvent event) +initialize(URL url, ResourceBundle rb)

4.1.4 SelectPageController

SelectPageController Class will show select page.

SelectPageController
+SelectPage(ActionEvent event) +BackButton(ActionEvent event) + StartQuestion(ActionEvent event) +initialize(URL url, ResourceBundle rb)

4.1.5 GamePageController

GamePageController Class will display Game page.

GamePageController
-int init_Move -int now_Move -int init_State -int now_State
+BackButton(ActionEvent event) +Complete() +Update() +Clear() +ClearButton(ActionEvent event) +ADDButton(ActionEvent event) +SUBButton(ActionEvent event) +MULButton(ActionEvent event) +RightShiftButton(ActionEvent event) +LeftShiftButton(ActionEvent event) +initialize(URL url, ResourceBundle rb)