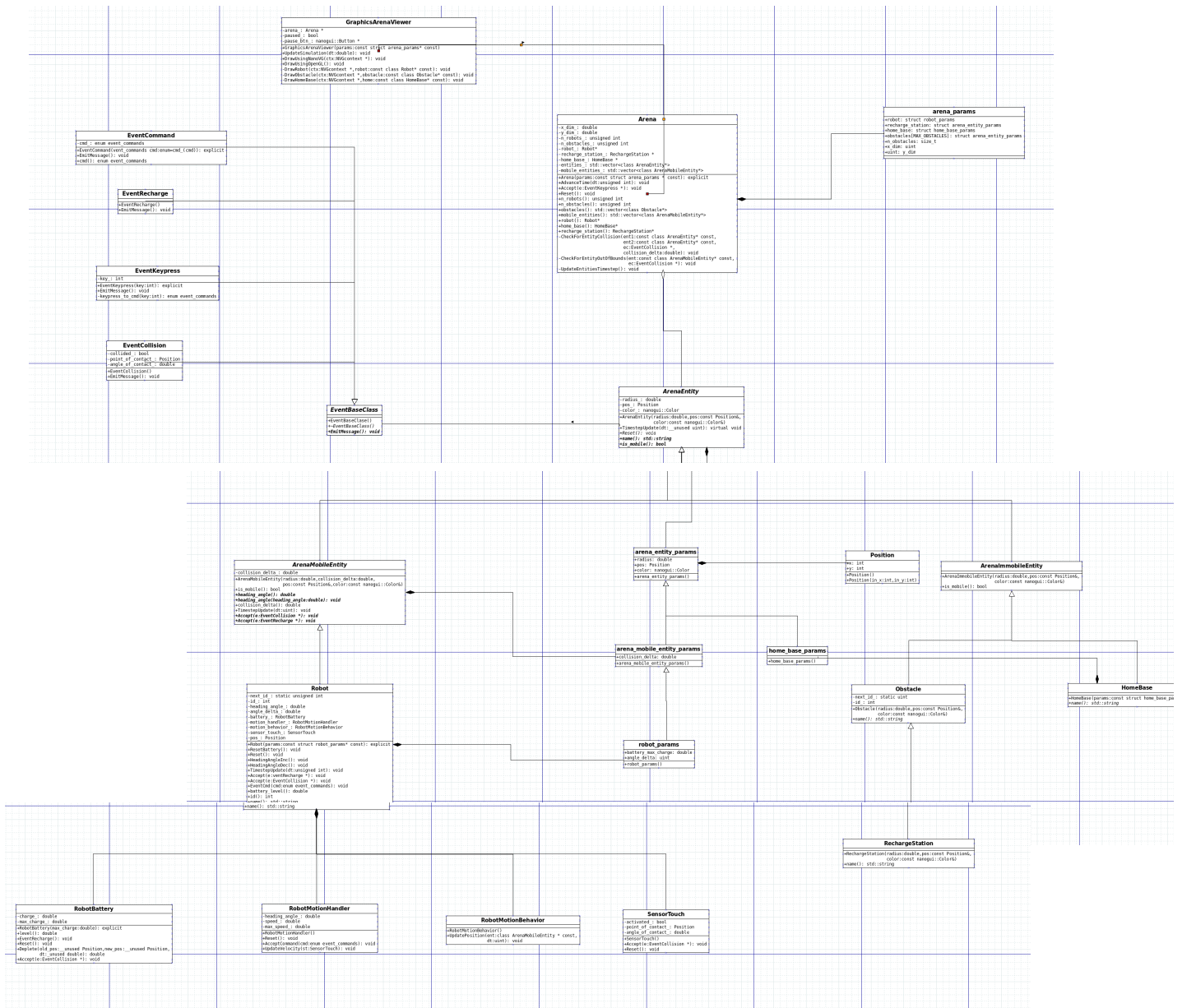


3081W UML Diagram

Zhongyi Sun



I have two association relations in my Diagram. The first one is the GraphicsArenaViewer with Arena, and the second one is that EventBaseClass with ArenaEntity.

Position is an important data since it has been shared between MobileEntity and ImmobileEntity; the mobile entity can have many robots on this arena; the immobile entity can have many obstacles, recharge station and home base;

the type of association of classes here I think is unidirectional association.

Description for this framework:

This software gives a viewer's perspective on the virtual arena where there are lots of robots and obstacles, home base, recharge station, and so on. Users can define and interact with those entities via some commands and some keys on the keyboard, such as user can add more robots, change behaviors(characteristics) of robots, charge the robot, add more obstacles or recharge stations, and so on. Otherwise, users also can see collisions may occur on this arena, and for each collision, the robots will change its velocity and direction.