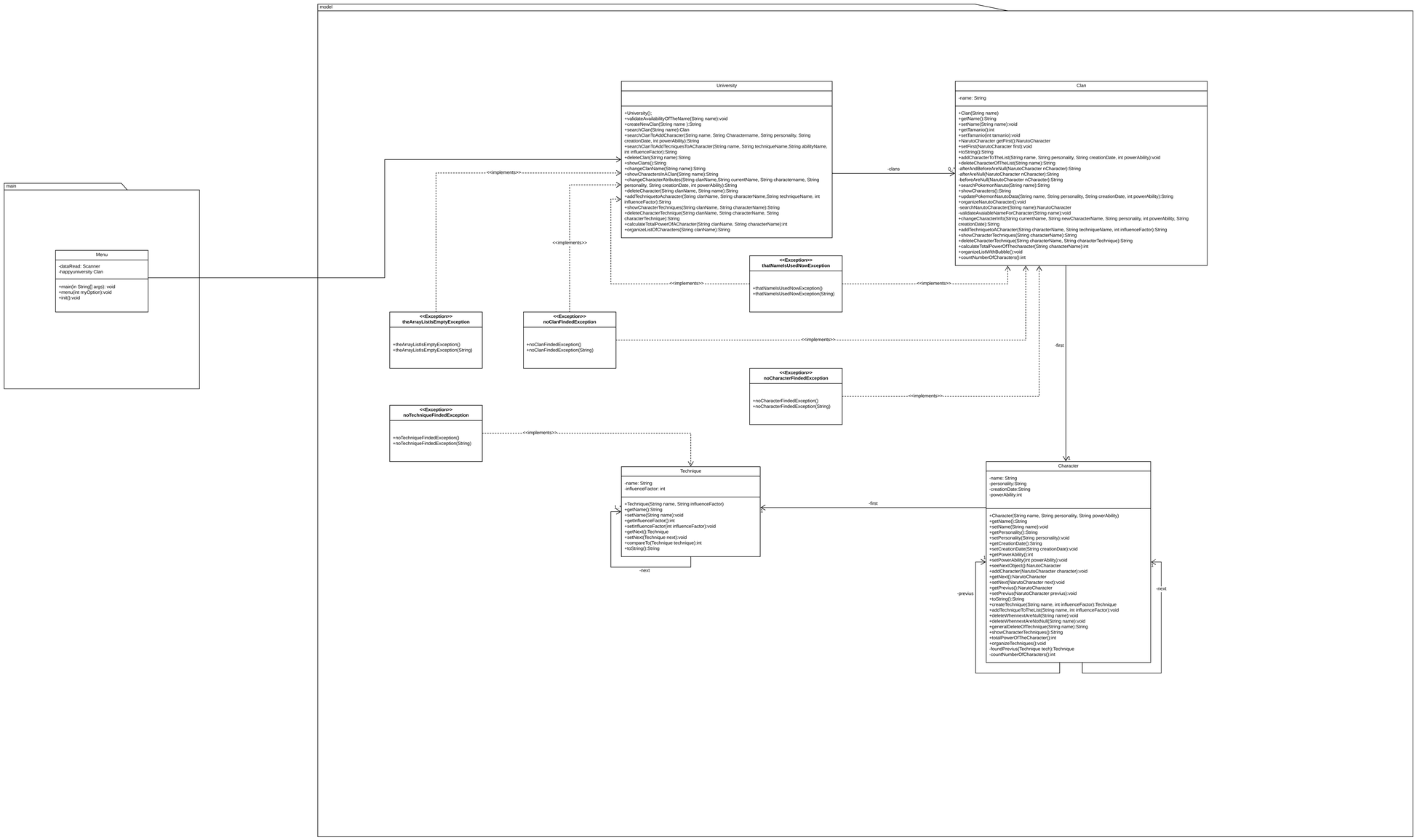
model
main
Menu
-dataRead: Scanner
-happyuniversity Clan
+main(in String[] args): void
+menu(int myOption):void
+init():void
University
+University();
+validateAvailabilityOfTheName(String name):void
+createNewClan(String name):String
+searchClan(String name):Clan
+searchClanToAddCharacter(String name, String Charactername, String personality, String creationDate, int powerAbility):String
+searchClanToAddTechniquesToACharacter(String name, String techniqueName,String abilityName, int influenceFactor):String
+deleteClan(String name):String
+showClans():String
+changeClanName(String name):String
+showCharacternsInAClan(String name):String
+changeCharacterAttributes(String clanName,String currentName, String charactername, String personality, String creationDate, int powerAbility):String
+deleteCharacter(String clanName, String name):String
+addTechniquetoAcharacter(String clanName, String characterName,String technique Name, int influenceFactor):String
+showCharacterTechniques(String clanName, String characterName):String
+deleteCharacterTechnique(String clanName, String characterName, String characterTechnique):String
+calculateTotalPowerOfAClanCharacter(String clanName, String characterName):int
+organizeListOfCharacters(String clanName):String
-clans
0..*
Clan
-name: String
+Clan(String name)
+getName():String
+setName(String name):void
+getTamanio():int
+setTamanio(int tamanio):void
+NarutoCharacter getFirst():NarutoCharacter
+setFirst(NarutoCharacter first):void
+toString():String
+addCharacterToTheList(String name, String personality, String creationDate, int powerAbility):void
+deleteCharacterOfTheList(String name):String
-afterAndBeforeAreNull(NarutoCharacter nCharacter):String
-afterAreNull(NarutoCharacter nCharacter):String
-beforeAreNull(NarutoCharacter nCharacter):String
+searchPokemonNaruto(String name):String
+showCharacters():String
+updatePokemonNarutoData(String name, String personality, String creationDate, int powerAbility):String
+organizeNarutoCharacter():void
-searchNarutoCharacter(String name):NarutoCharacter
-validateAvaiableNameForCharacter(String name):void
+changeCharacterInfo(String currentName, String newCharacterName, String personality, int powerAbility, String creationDate):String
+addTechniquetoACharacter(String characterName, String techniqueName, int influenceFactor):String
+showCharacterTechniques(String characterName):String
+deleteCharacterTechnique(String characterName, String characterTechnique):String
+calculateTotalPowerOfThecharacter(String characterName):int
+organizeListWitBubble():void
+rcountNumberOfCharacters():int
<<implements>>
<<Exception>>
thatNameIsUsedNowException
+thatNameIsUsedNowException()
+thatNameIsUsedNowException(String)
<<Exception>>
theArrayListIsEmptyException
+theArrayListIsEmptyException()
+theArrayListIsEmptyException(String)
<<Exception>>
noClanFindedException
+noClanFindedException()
+noClanFindedException(String)
<<Exception>>
noCharacterFindedException
+noCharacterFindedException()
+noCharacterFindedException(String)
<<Exception>>
noTechniqueFindedException
+noTechniqueFindedException()
+noTechniqueFindedException(String)
-first
1
Technique
-name: String
-influenceFactor: int
+Technique(String name, String influenceFactor)
+getName():String
+setName(String name):void
+getInfluenceFactor():int
+setInfluenceFactor(int influenceFactor):void
+getNext():Technique
+setNext(Technique next):void
+compareTo(Technique technique):int
+toString():String
-next
0..1
Character
-name: String
-personality:String
-creationDate:String
-powerAbility:int
+Character(String name, String personality, String powerAbility)
+getName():String
+setName(String name):void
+getPersonality():String
+setPersonality(String personality):void
+getCreationDate():String
+setCreationDate(String creationDate):void
+getPowerAbility():int
+setPowerAbility(int powerAbility):void
+seeNextObject():NarutoCharacter
+addCharacter(NarutoCharacter character):void
+getNext():NarutoCharacter
+setNext(NarutoCharacter next):void
+getPrevius():NarutoCharacter
+setPrevius(NarutoCharacter previus):void
+toString():String
+createTechnique(String name, int influenceFactor):Technique
+addTechniqueToTheList(String name, int influenceFactor):void
+deleteWhennextAreNull(String name):void
+deleteWhennextAreNotNull(String name):void
+generalDeleteOfTechnique(String name):String
+showCharacterTechniques():String
+totalPowerOfTheCharacter():int
+organizeTechniques():void
-foundPrevius(Technique tech):Technique
-countNumberOfCharacters():int
-previus
-next