SAAD Module 01 – Class & Sequence Diagrams – Kai Sawler – Jan 11th, 2018

```
1)
public class Shape_01 {
       int direction_x = 0;
       int direction_y = 0;
       int turn_x = 0;
       int turn_y = 0;
       public void move_x_forward() {
              turn_x = 1;
       }
       public void move_x_backward() {
              turn_x = 0
       }
       public void move_y_forward() {
              turn_y = 1
       }
       public void move_y_backward() {
              turn_y = 0
       }
}
public class Zombie_01 {
       int health = 100;
       public void bite() {
              System.out.println("BITE!")
       }
       public void hurtMe() {
              health = health -1;
       }
}
```

```
public class Boat_01 {
       int direction x = 0;
       int direction_y = 0;
       int speed_x = 0;
       int speed_y = 0;
       public void move_x_forward() {
              speed_x++;
              position x = 1;
       }
       public void move_x_backward() {
              speed_x--;
              position_x = 0;
       }
       public void move_y_forward() {
              speed_y++;
              position_y = 1;
       }
```

public void move_y_backward() {

speed_y--;
position_y = 0;

2)

}

}

```
Java Class
Shape_01

direction_x: int
direction_y: int
turn_x: int
turn_y: int

Shape_01():
move_x_forward():void public
move_x_backward():void public
move_y_forward():void public
move_y_backward():void public
```

```
Java Class
Name: Boat_01
```

```
direction_x: int
direction_y: int
speed_x: int
speed_y: int

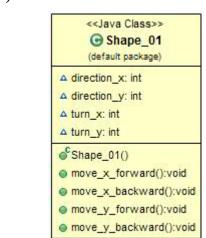
Boat_01():
move_x_forward():void public
move_x_backward():void public
move_y_forward():void public
move_y_backward():void public
```

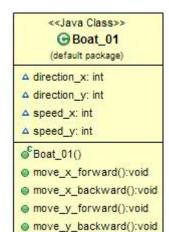
Java Class Zombie_01

health: int

Zombie_01() bite():void public hurtMe) :void public



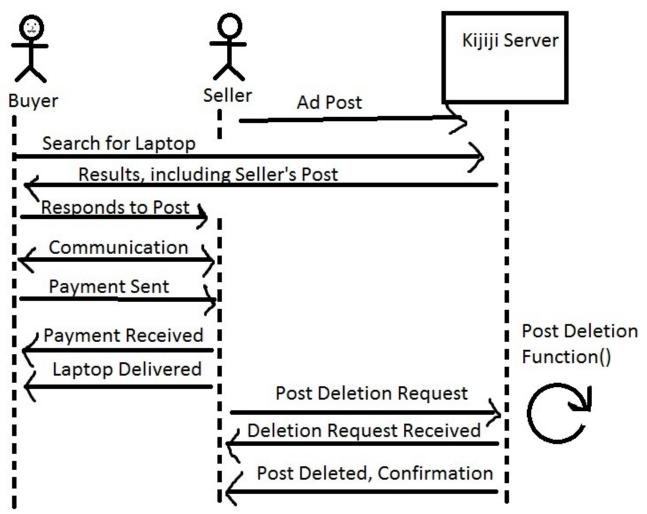


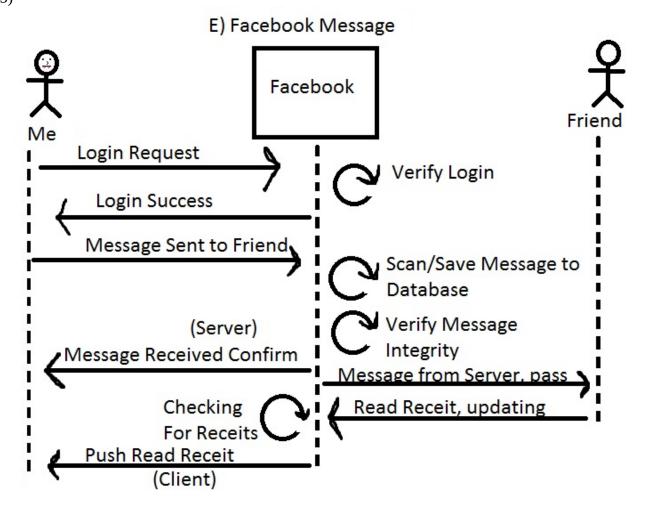


<<Java Class>>
☑ Zombie_01
(default package)
△ health: int
⑥ Zombie_01()
⑥ bite():void
⑥ hurtMe():void

4)







F) Buy Milk at a Grocery (Cash)

