

## SAAD Module 01 – Class & Sequence Diagrams – Kai Sawler – Jan 11<sup>th</sup>, 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;
    }

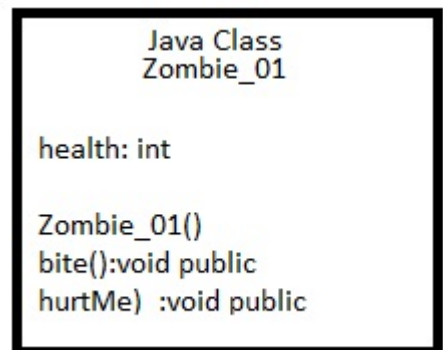
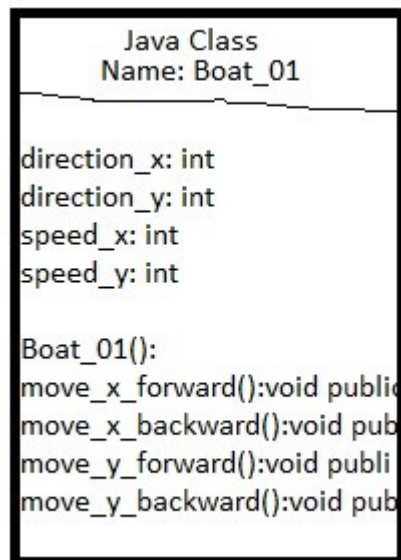
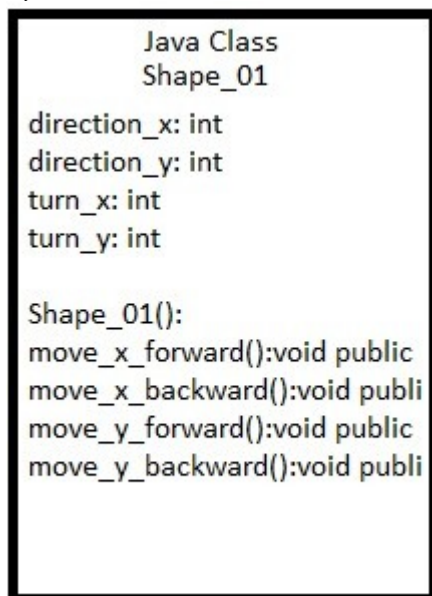
    public void move_x_backward() {
        speed_x--;
        position_x = 0;
    }

    public void move_y_forward() {
        speed_y++;
        position_y = 1;
    }

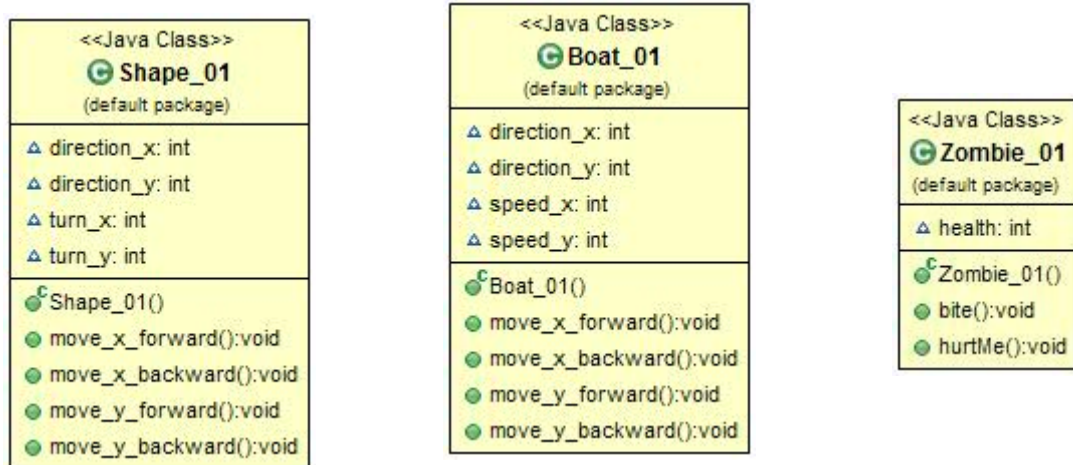
    public void move_y_backward() {
        speed_y--;
        position_y = 0;
    }
}

```

2)

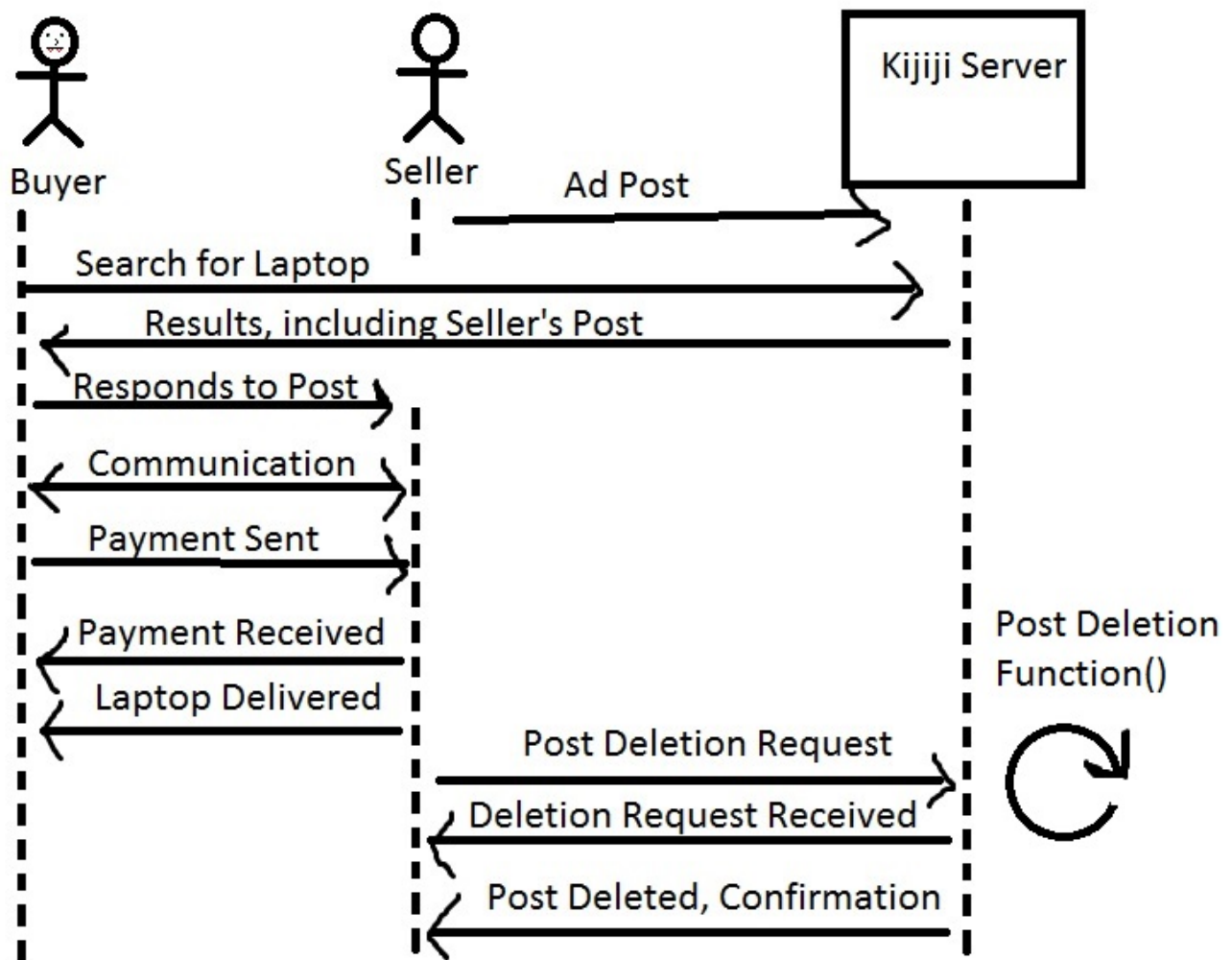


3)

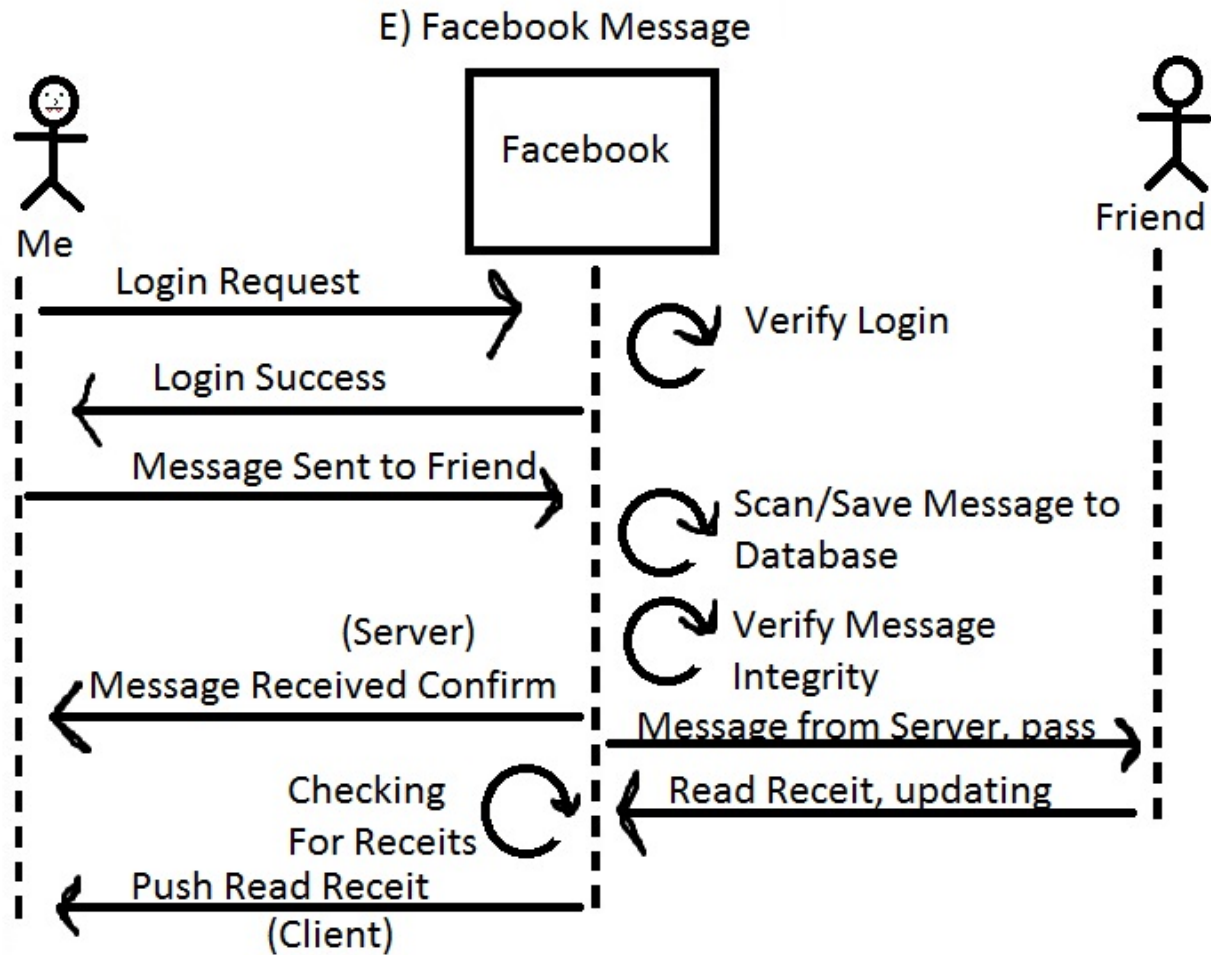


4)

#### D) Buy a Laptop on Kijiji



5)



6)

### F) Buy Milk at a Grocery (Cash)

