Développement Mobile - Démineur

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Sommaire

Conception UML

Définition

UML : Unified modeling language

Conception UML

Diagramme de classe

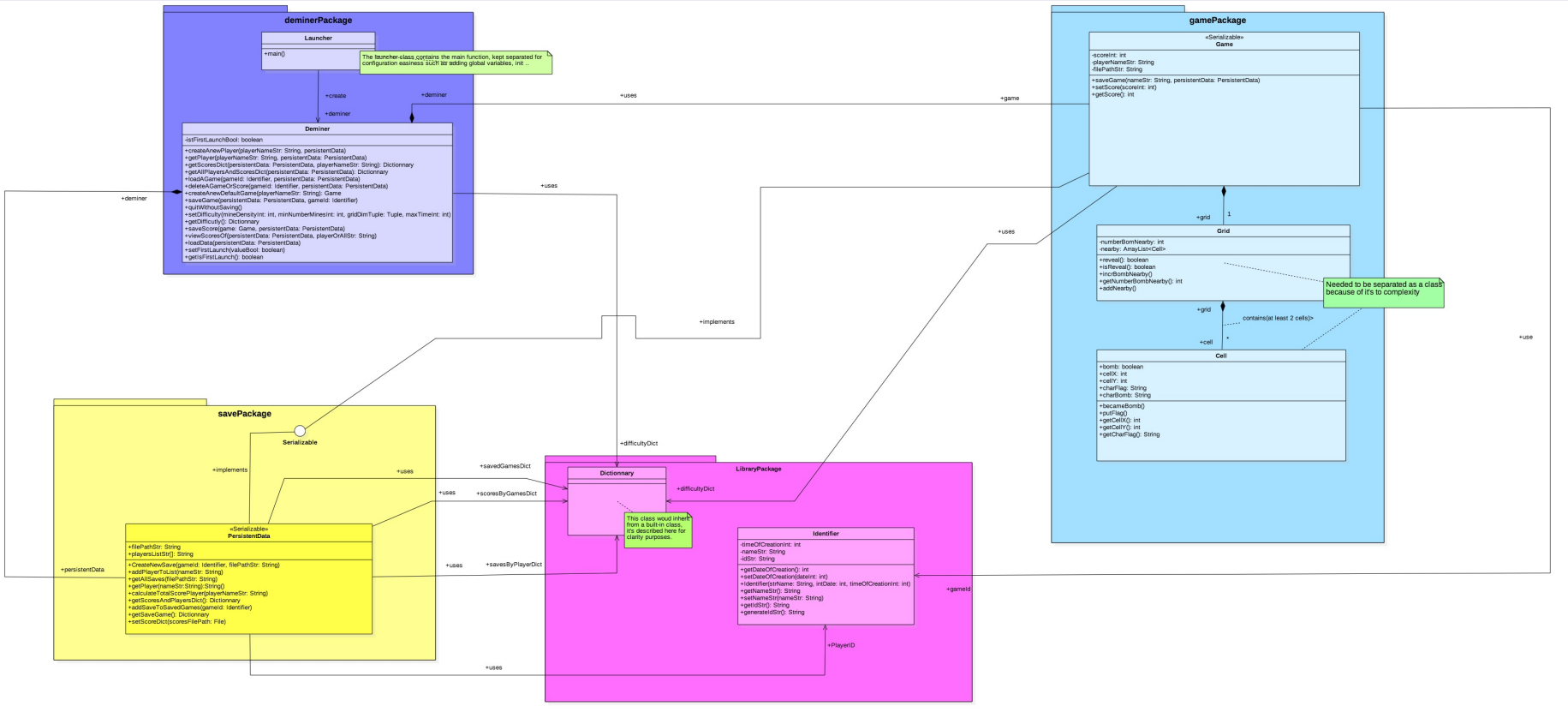
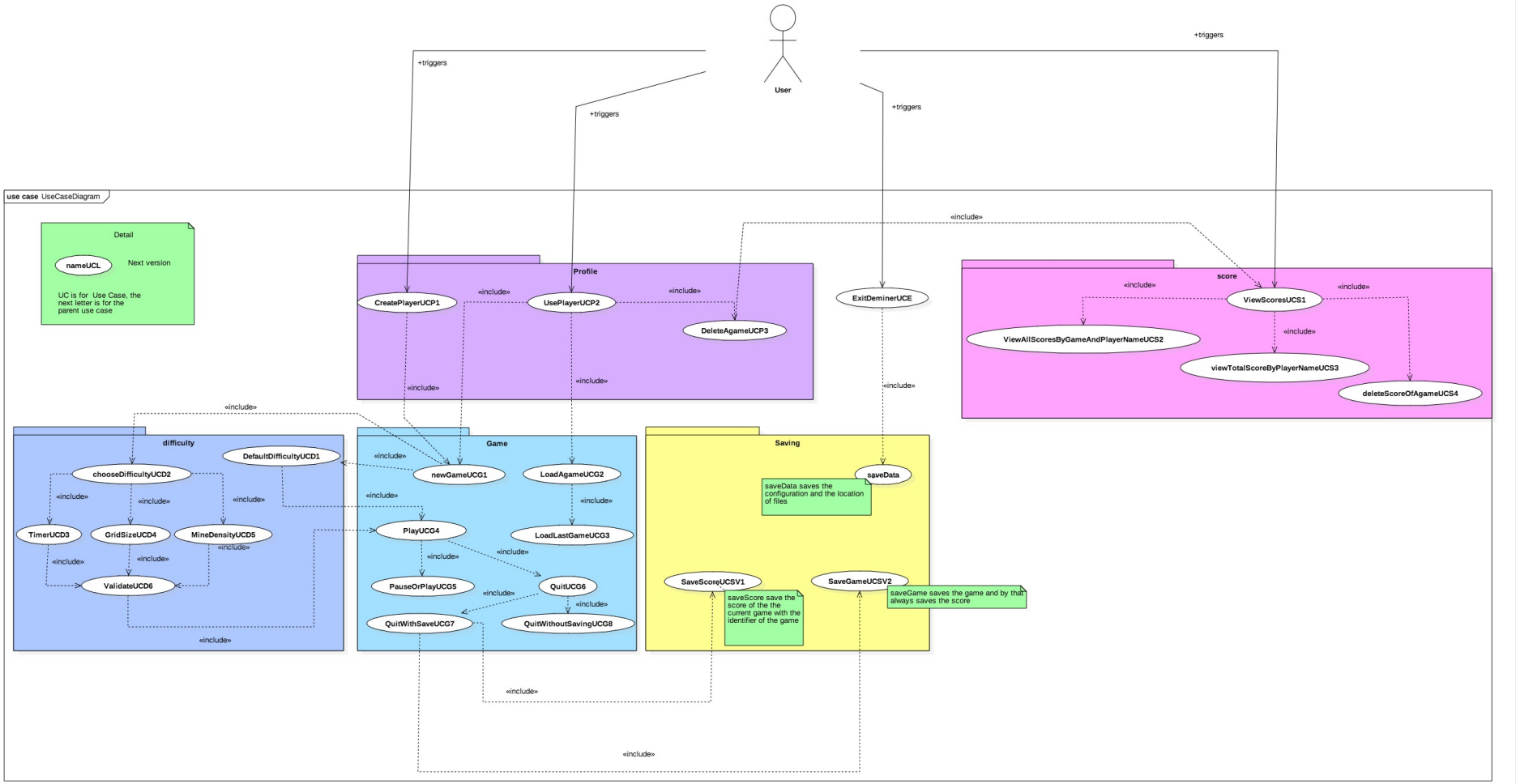
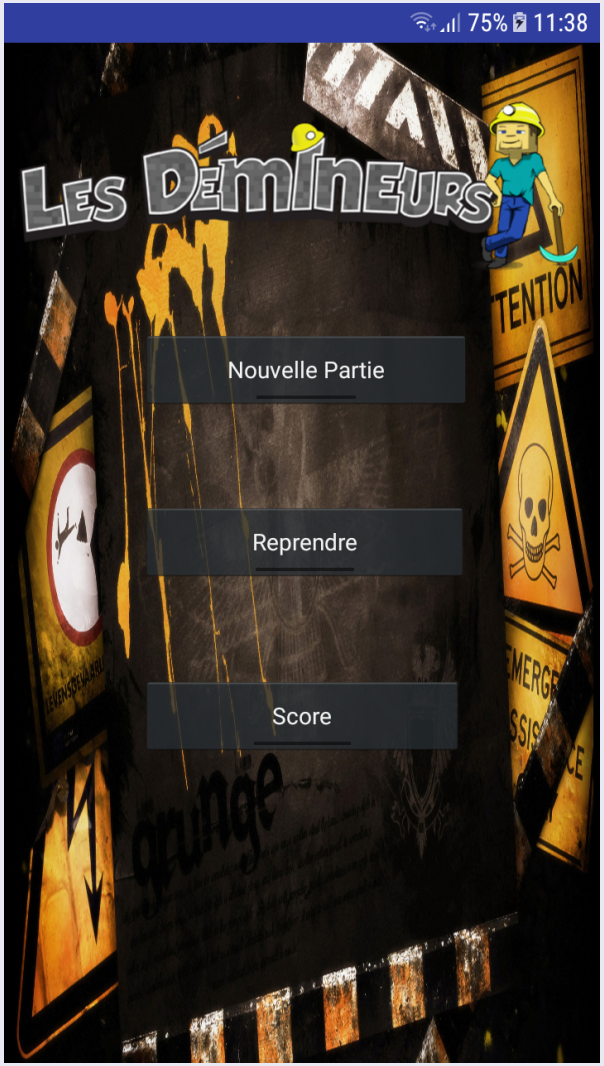


Diagramme de cas d'utilisations



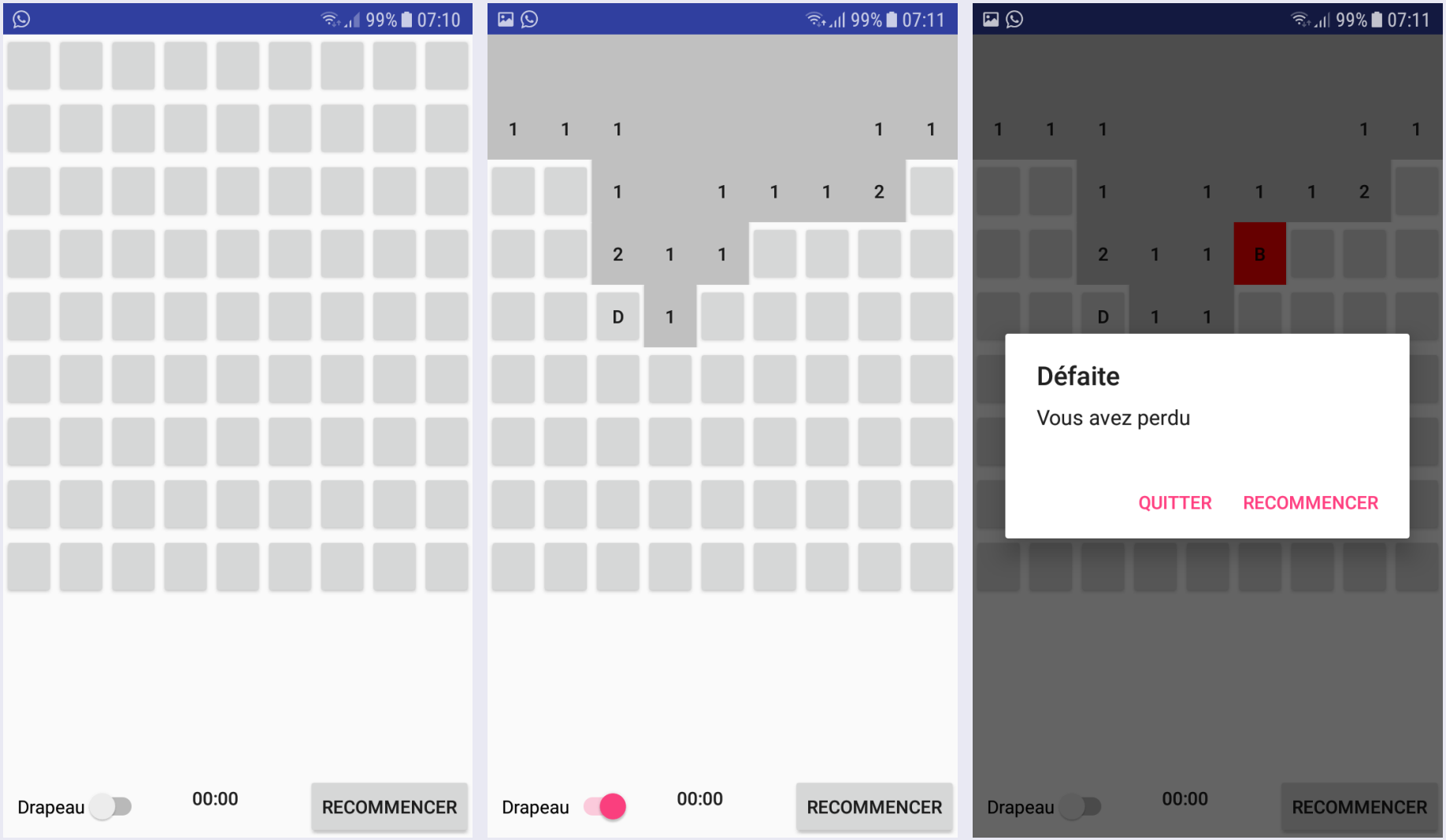
Présentation



But : il vous faut déterminer l'emplacement de toutes les mines.

Android

Présentation

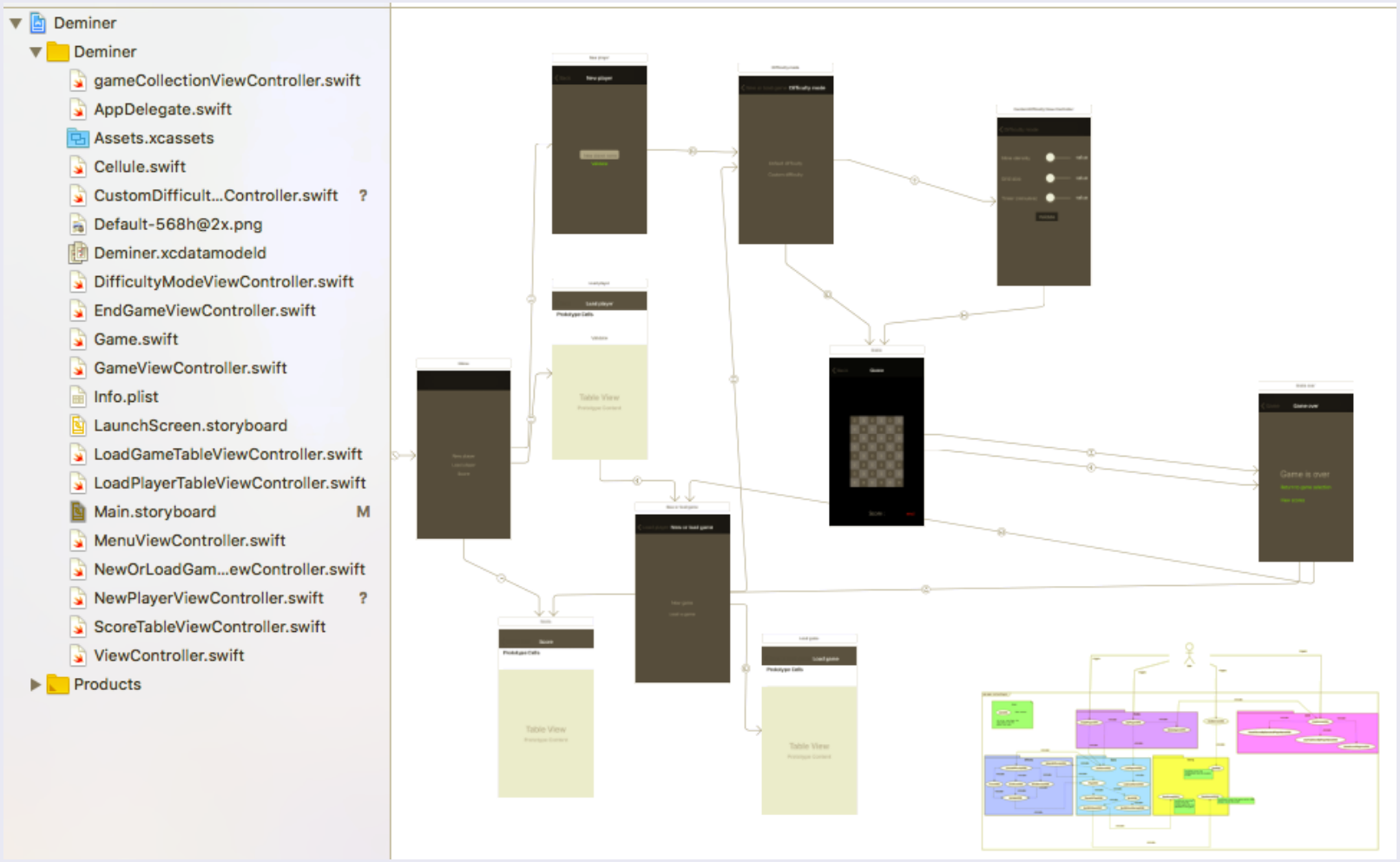


Portion de code

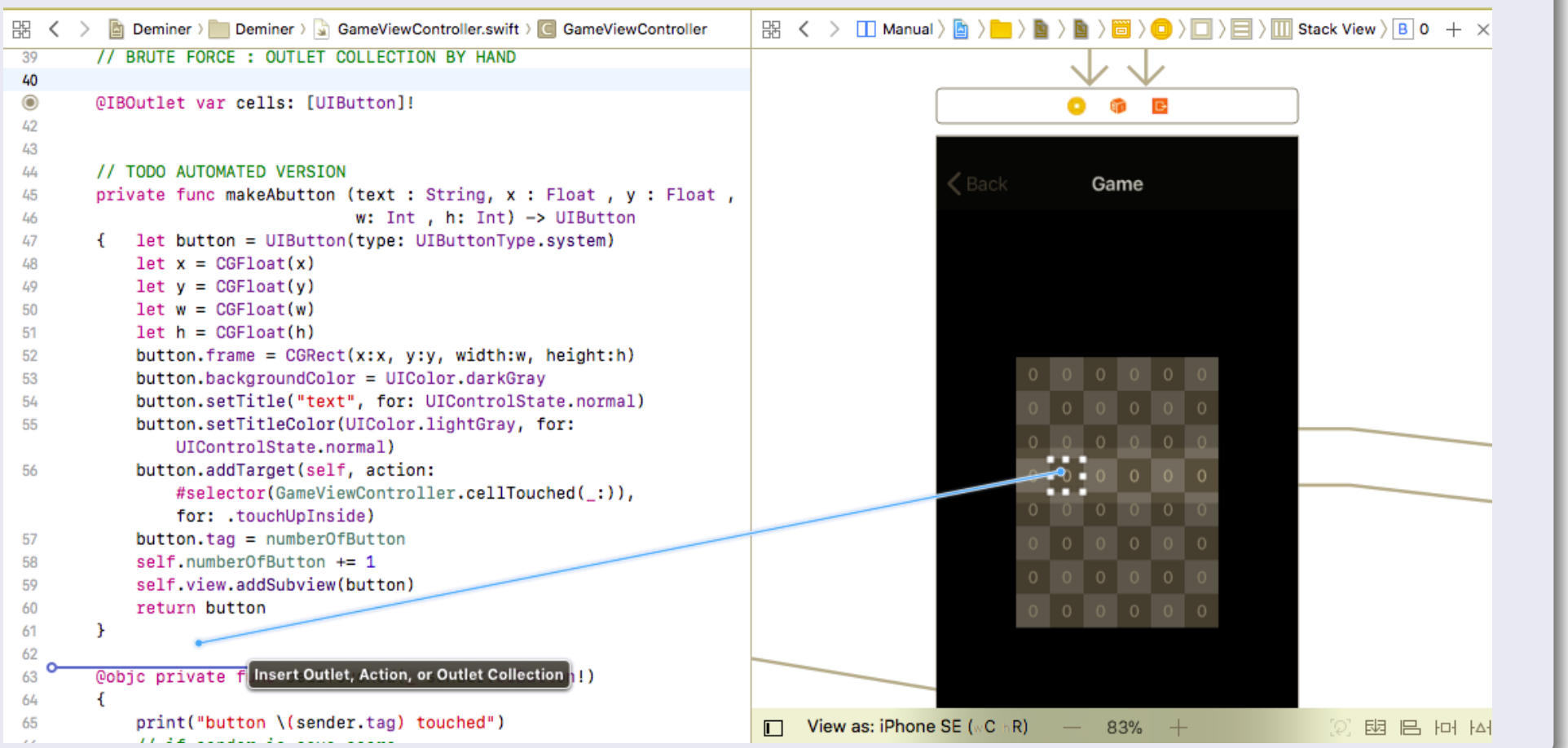
```
203     /**
204      * Place les bombes sur le plateau
205      */
206     private void addBombes(){
207         int cptBombe = bombe;
208         while (cptBombe>0){
209             Random gen = new Random();
210             int x = gen.nextInt(taille);
211             int y = gen.nextInt(taille);
212 
213             if(!plateau[x][y].isBombe()){
214                 plateau[x][y].devenirBombe();
215                 cptBombe--;
216             }
217         }
218     }
219 
```

```
305 
306     /**
307      * Vérifie si la partie est terminée
308      */
309     private void testVictoire(){
310         for(int i=0; i<taille; i++) {
311             for (int j = 0; j < taille; j++) {
312                 if ((!plateau[i][j].isRevele()) && (!plateau[i][j].isBombe())) {
313                     return;
314                 }
315             }
316         }
317         victoire();
```

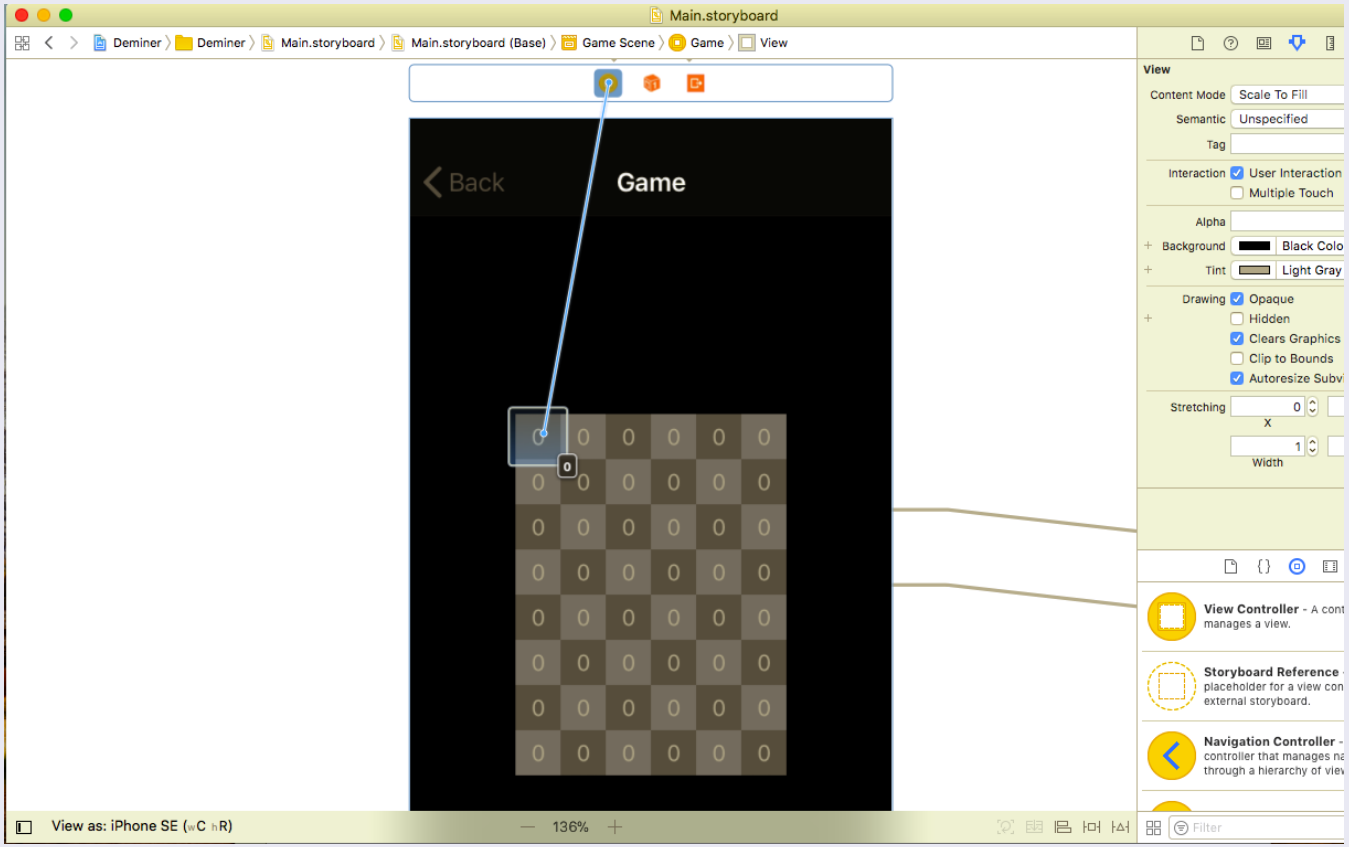
Storyboard et programmation : MVC



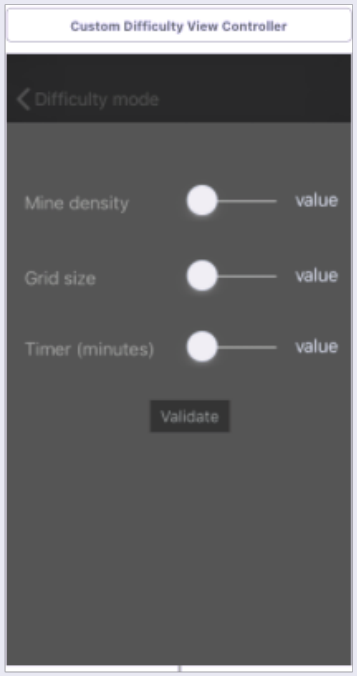
Storyboard et programmation



Storyboard et programmation



Persistance des données




```
8
9   import UIKit
10
11  class CustomDifficultyViewController: UIViewController {
12      let defaultSave = UserDefaults.standard
13
14      override func viewDidLoad() {
15          super.viewDidLoad()
16          self.resetValues()
17      }
18
19      @IBAction func onDensityChanged(_ sender: UISlider)
21      {  densityLabel.text = String(Int(densitySlider.value))
21      }
22
23      @IBAction func onGridSizeChanged(_ sender: UISlider)
25      { gridLabel.text = String(Int(sizeSlider.value))
25      }
26
27
28      @IBAction func onTimerChanged(_ sender: UISlider)
30      { timerLabel.text = String(Int(timerSlider.value))
30      }
31
32      @IBAction func onValidateTouched(_ sender: UIButton)
33      { defaultSave.set(Int(timerSlider.value), forKey: "timerValue")
34        defaultSave.set(Int(densitySlider.value), forKey: "densityValue
35        defaultSave.set(Int(sizeSlider.value), forKey: "sizeValue")
36        defaultSave.synchronize()
37      }
38
39      private func resetValues ()
40      { defaultSave.set(1, forKey: "timerValue")
41        defaultSave.set(1, forKey: "densityValue")
42        defaultSave.set(1, forKey: "sizeValue")
```

Démonstration

The End