

Robot

Robot
string name int positionX int positionY int lives bool hidden bool isDie virtual bool isHit Robot virtual ~Robot virtual void think virtual void act string getName int getX int getY int getLives void setLives bool isHidden bool getIsDie void setIsDie void setPosition void takeDamage void setHidden

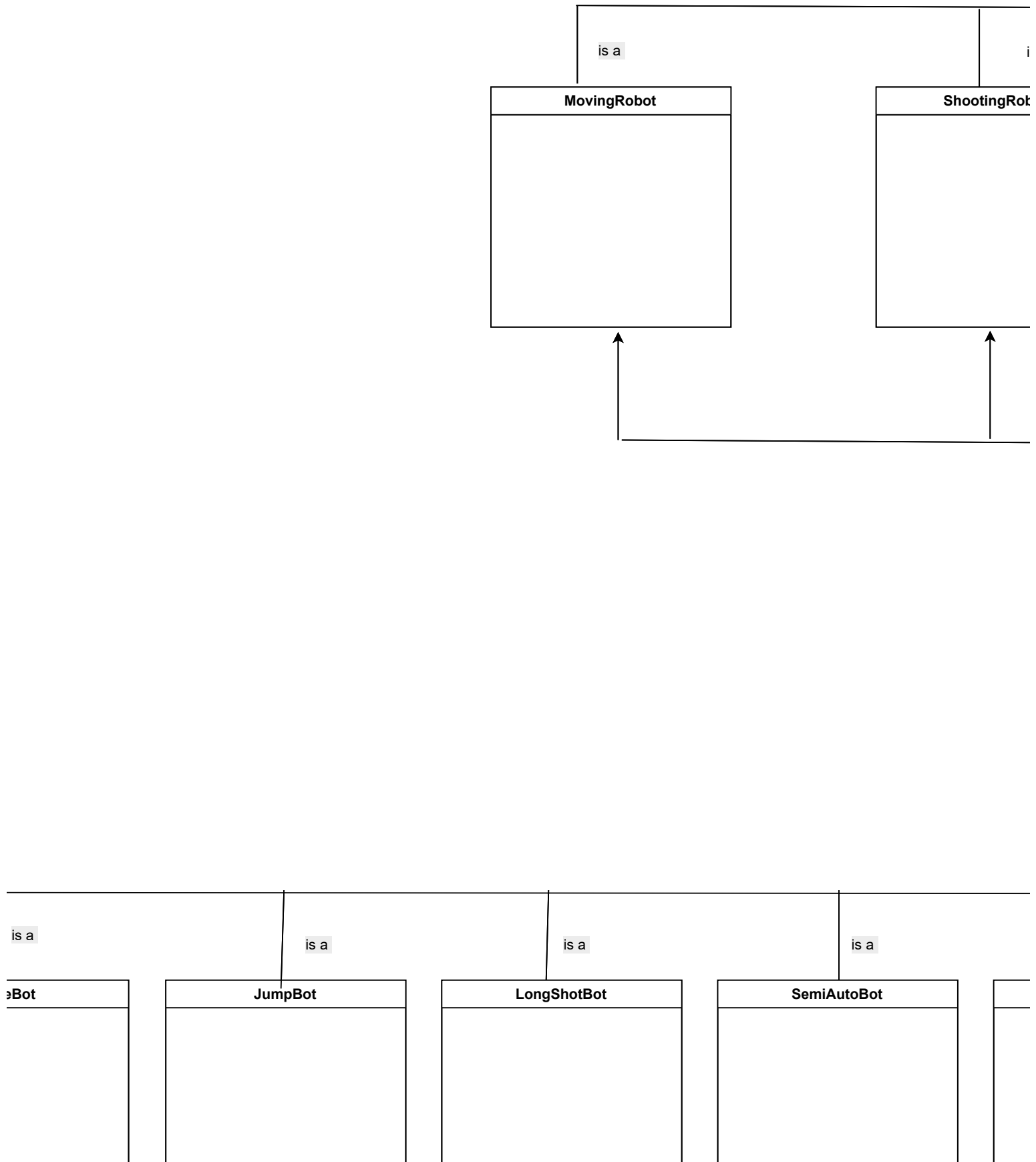
Battlefield
height width steps numberOfRobots listOfRobots battlefieldGrid respawnCounts respawnQueue Battlefield ~Battlefield setDimensions printDimensions setSteps printSteps getSteps setNumberOfRobots printNumberOfRobots getNumberOfRobots getListOfRobots getWidth getHeight simulationTurn addNewRobot getNumberOfAliveRobots cleanuoDestroyedRobots respawnRobots getRobotAt placeRobot removeRobotFromGrid isPosioionAvailable isPositionWithinGrid displayBattlefield

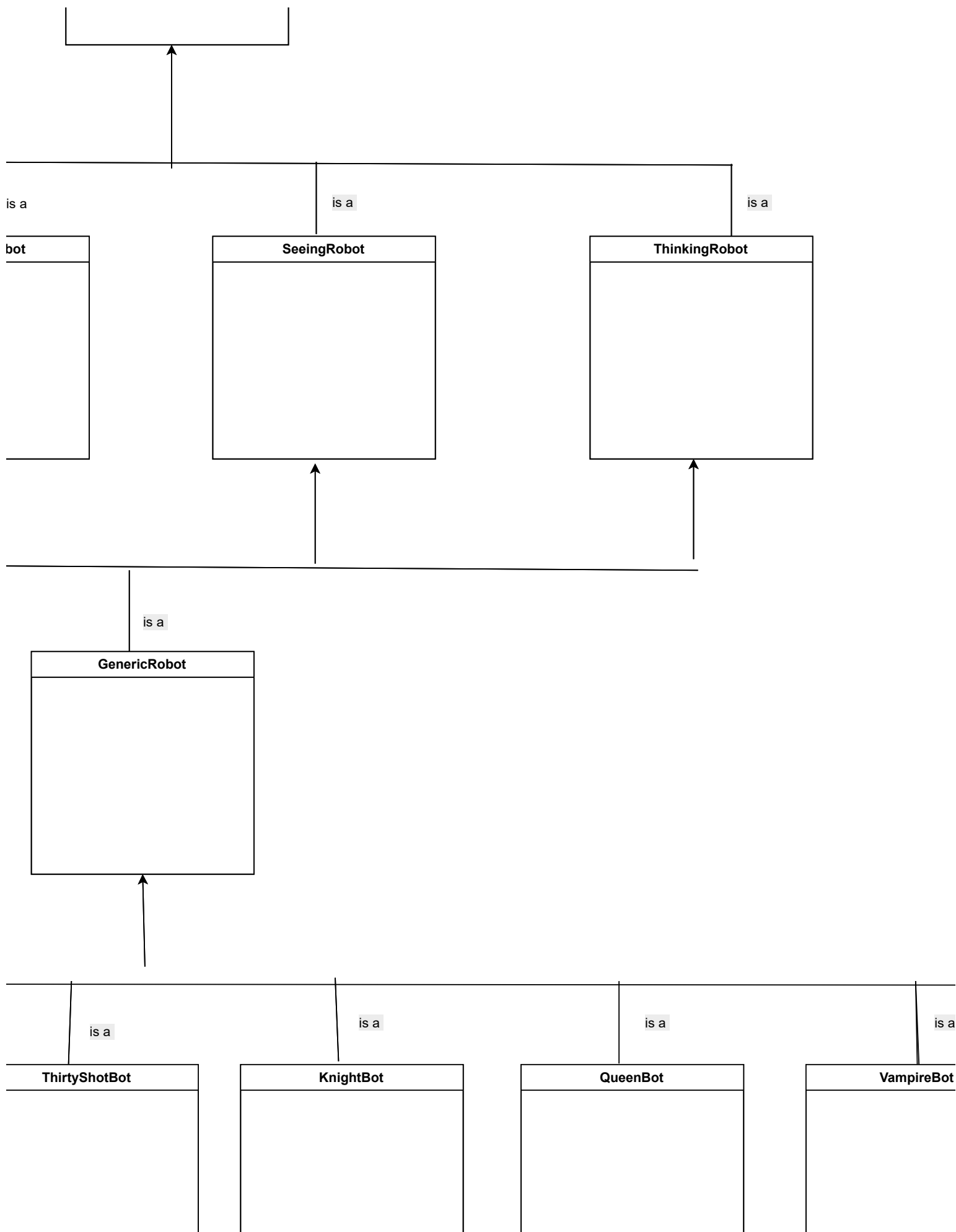
MovingRobot
int moveCount MovingRobot :Robot virtual ~MovingRobot virtual void move bool isValidMove void incrementMoveCount

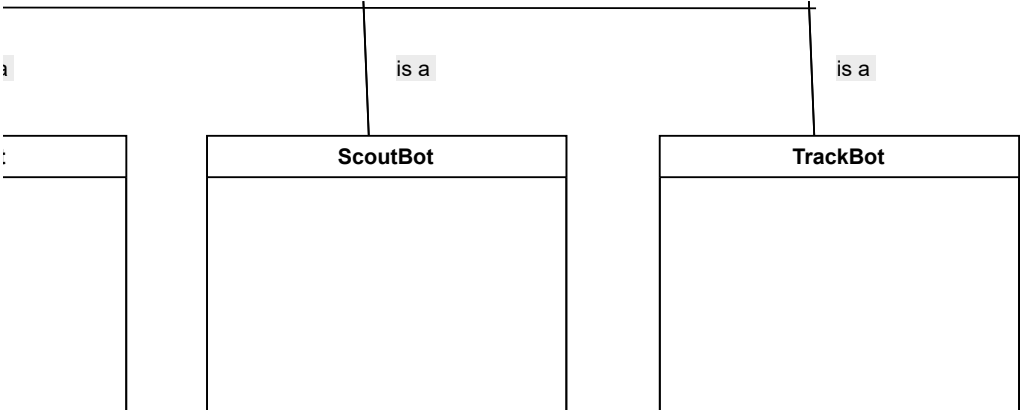
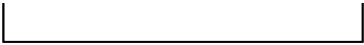
ShootingRobot
int ammo ShootingRobot :Robot virtual ~ShootingRobot virtual void fire bool hasAmmo void useAmmo int getAmmo bool hitProbability

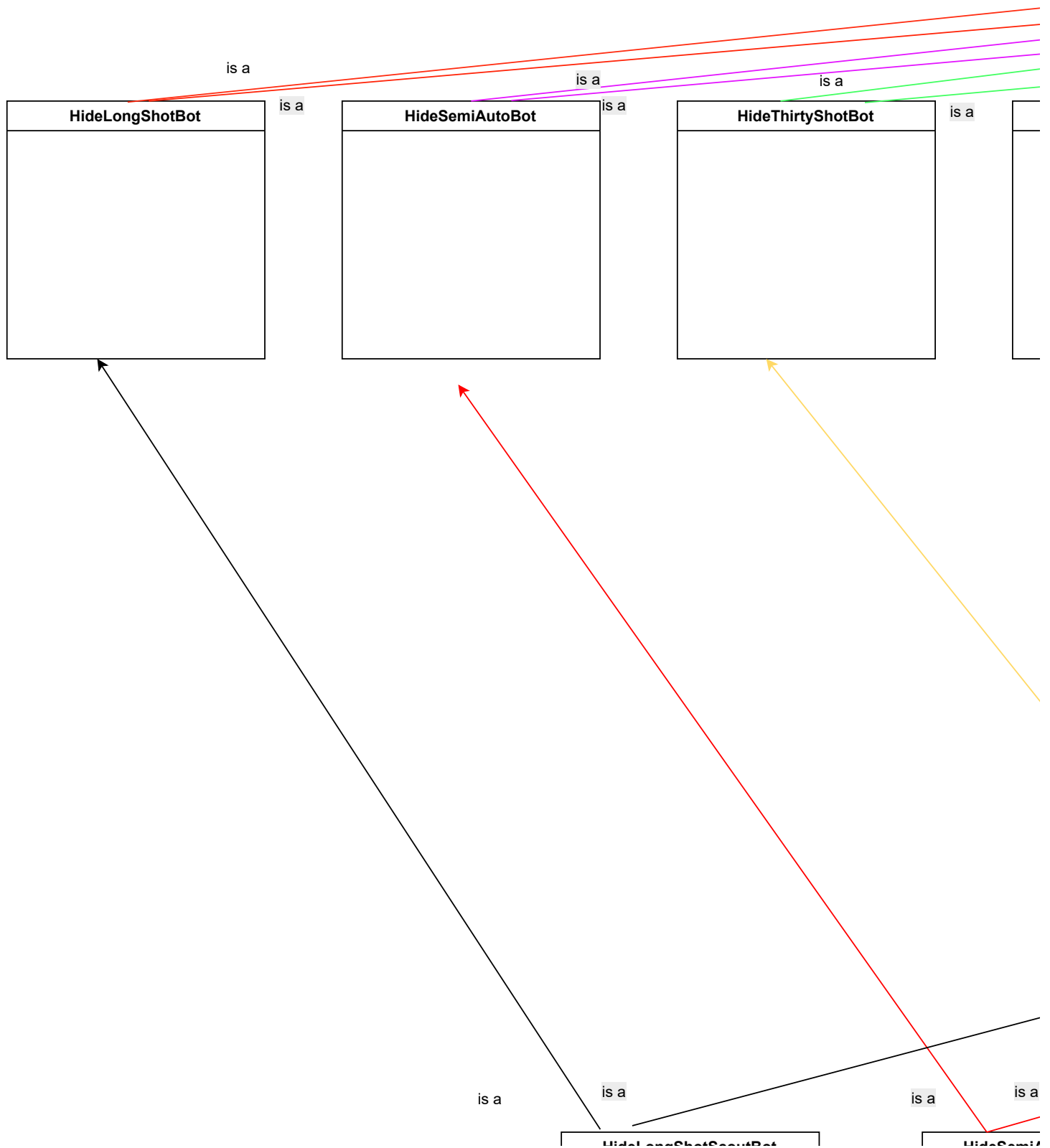
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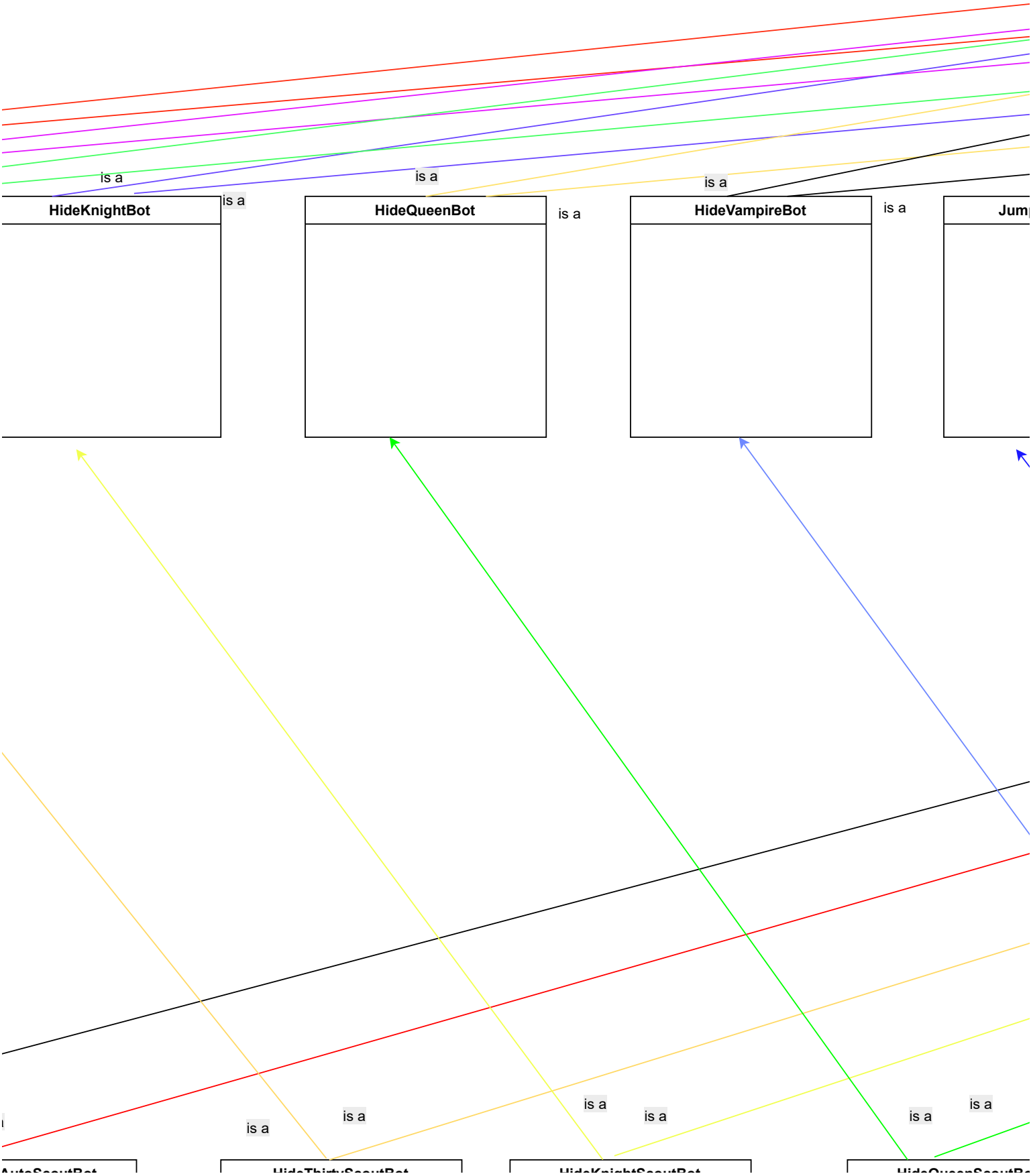
Hide

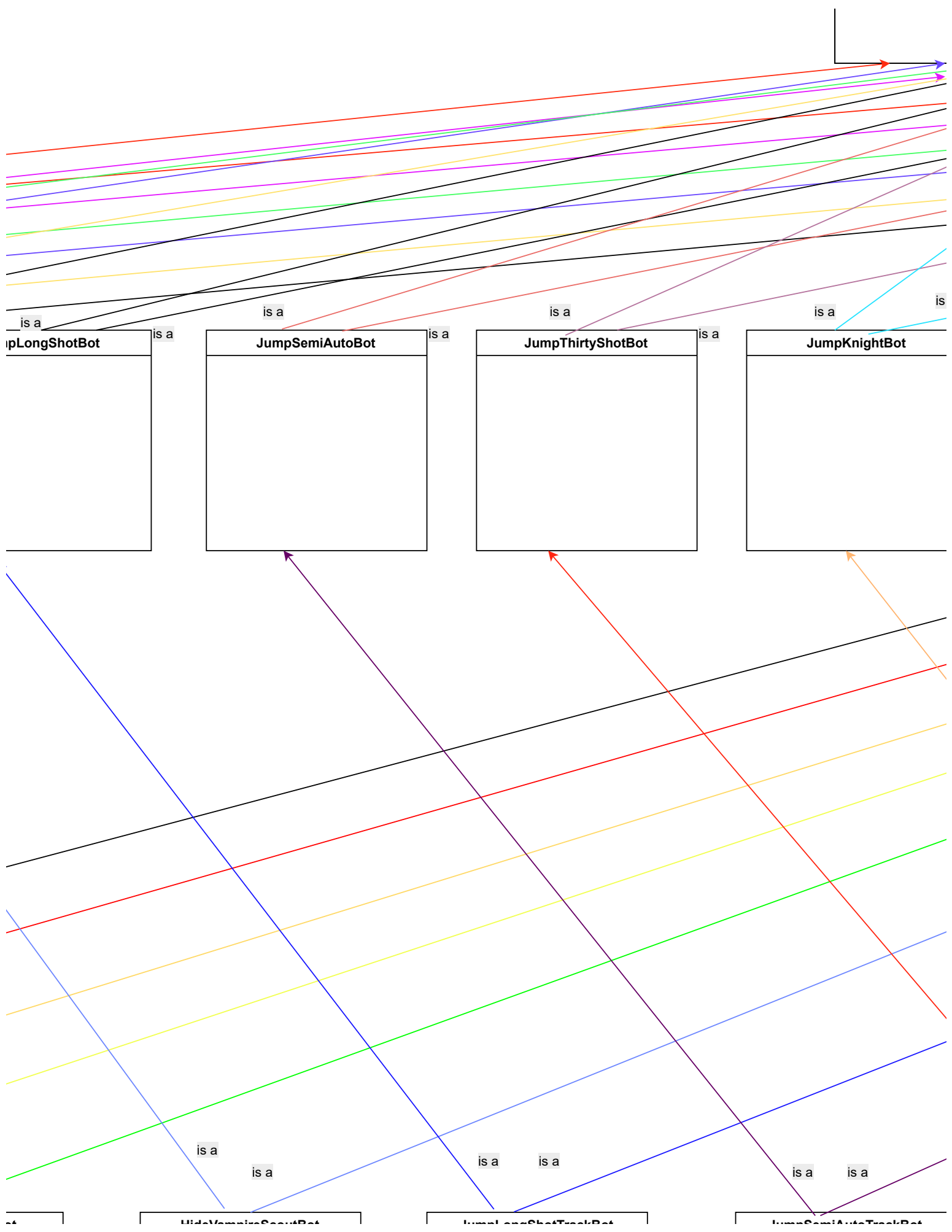


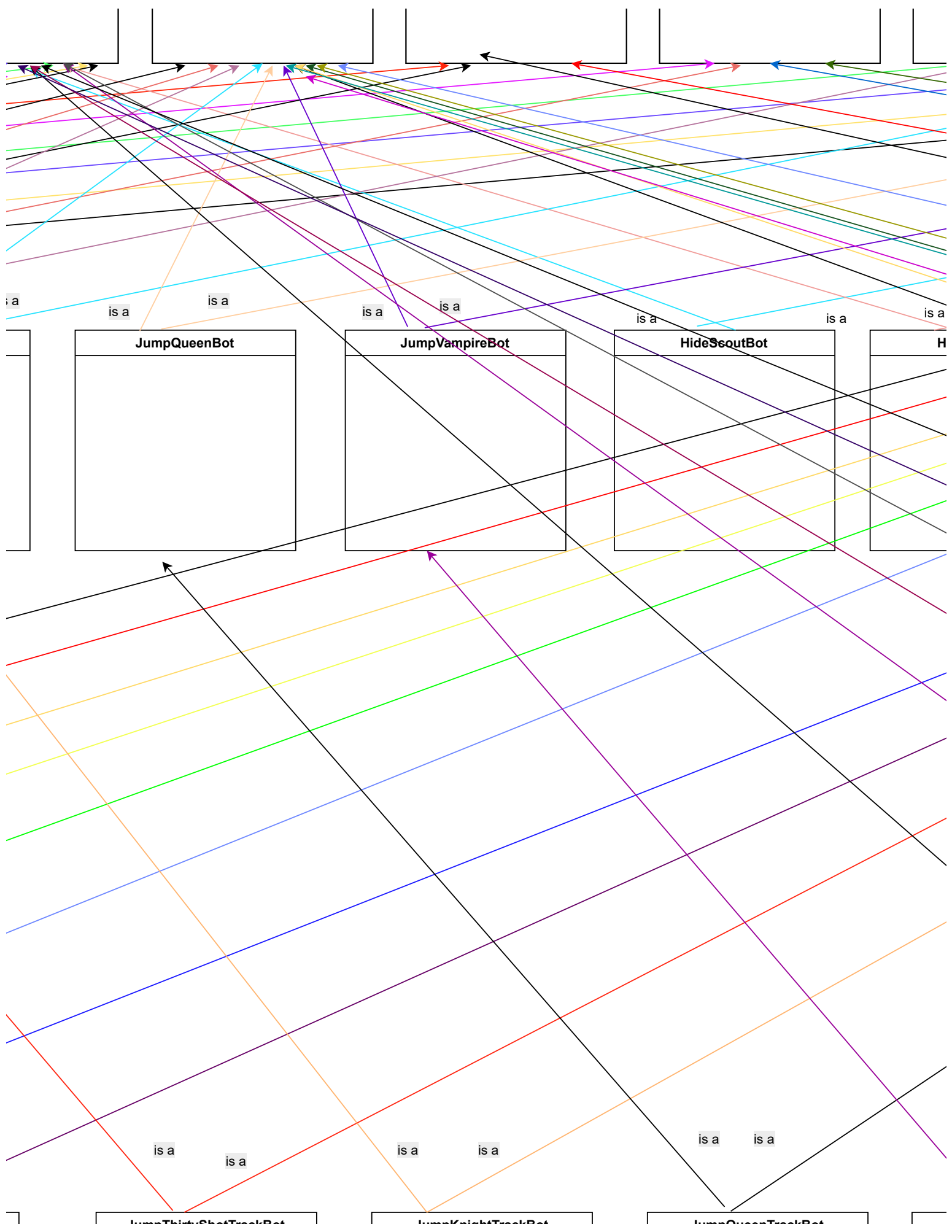


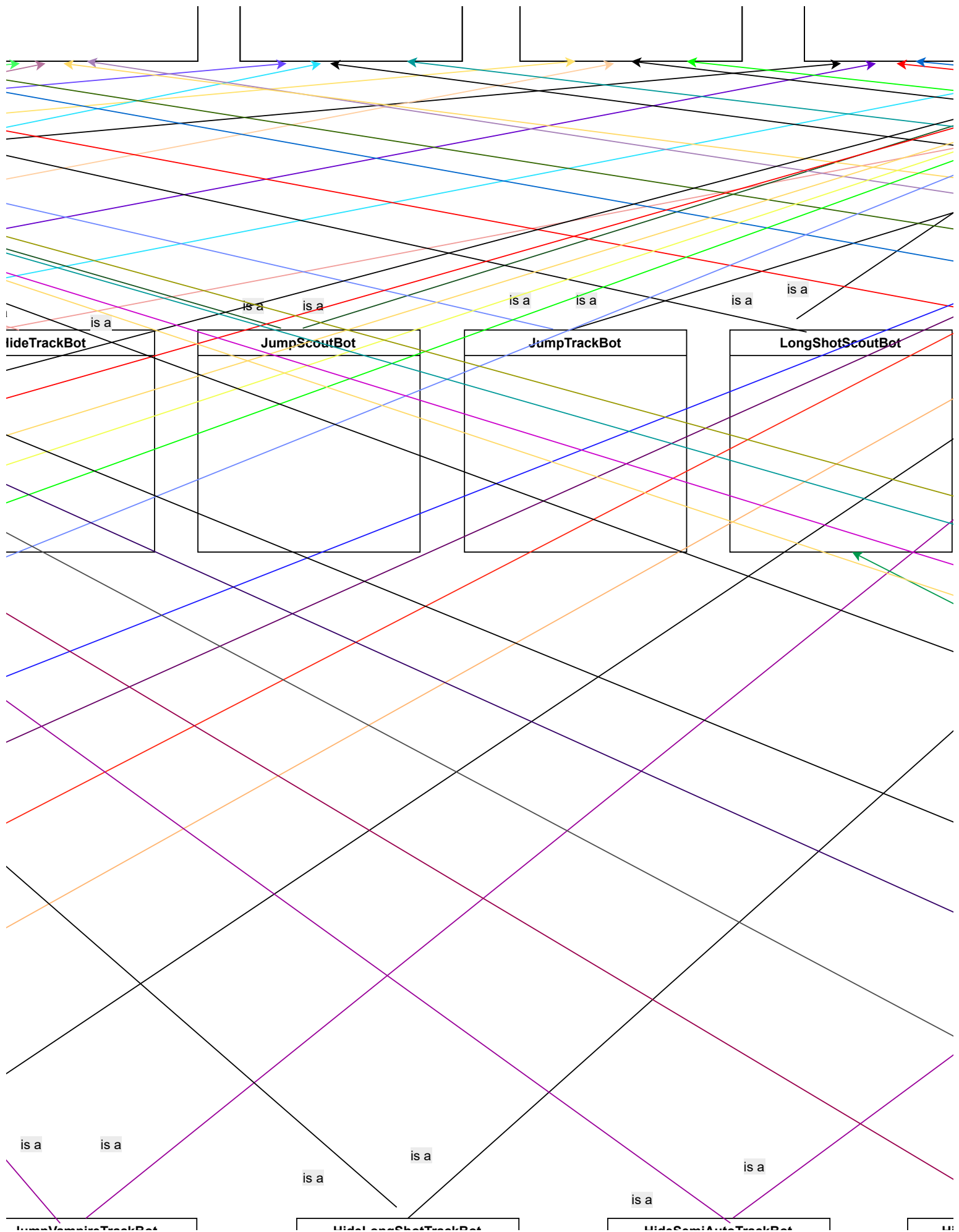


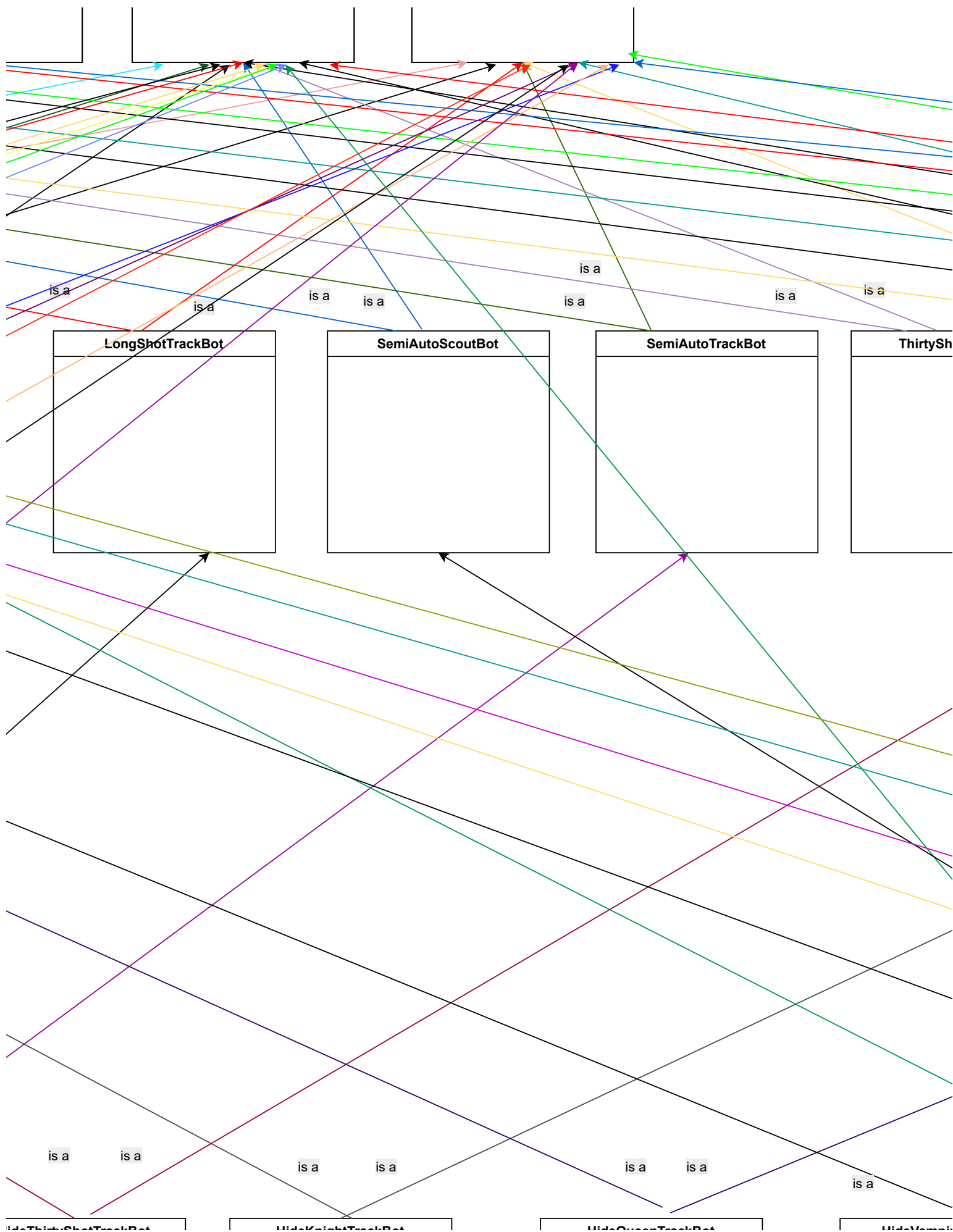


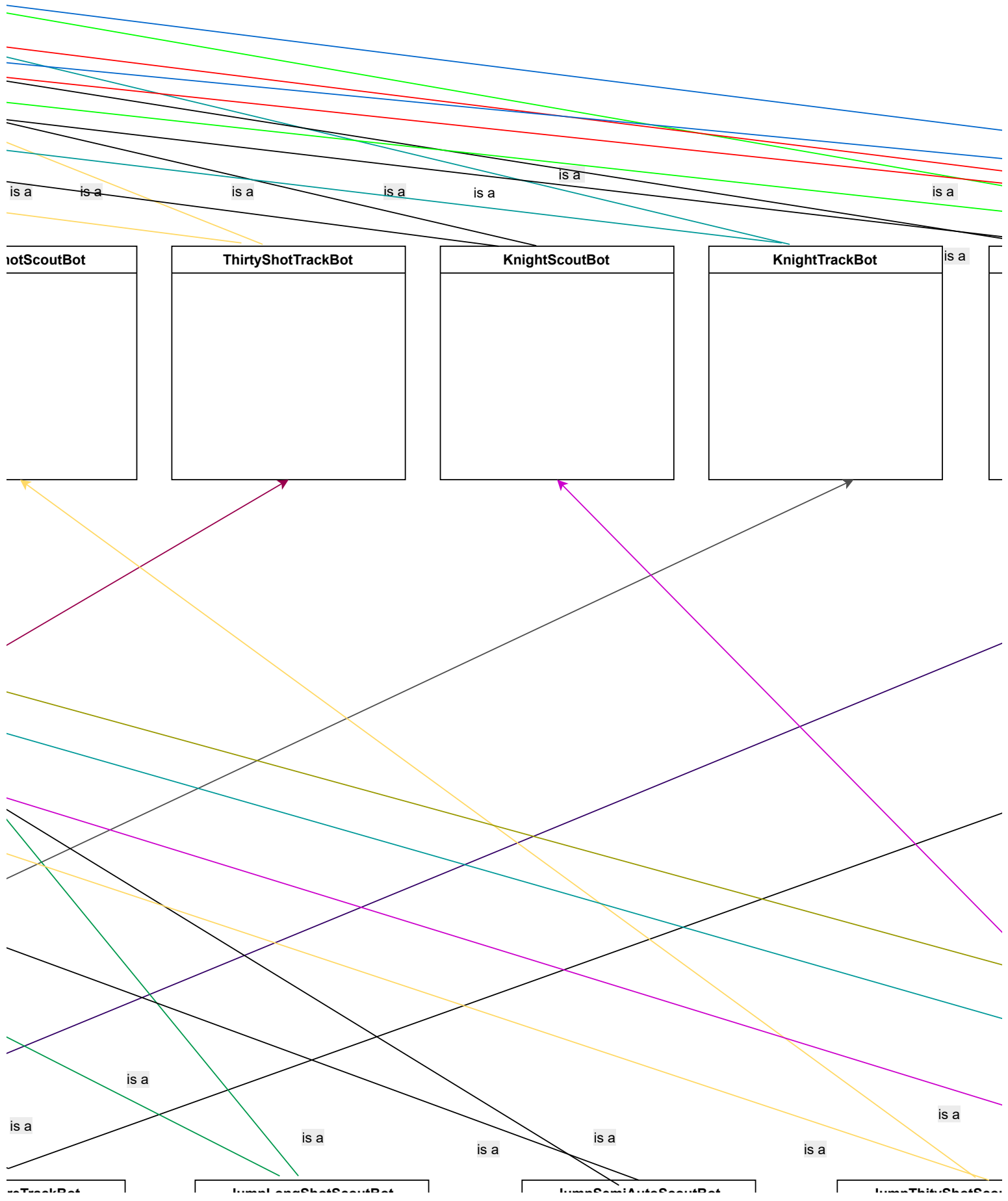


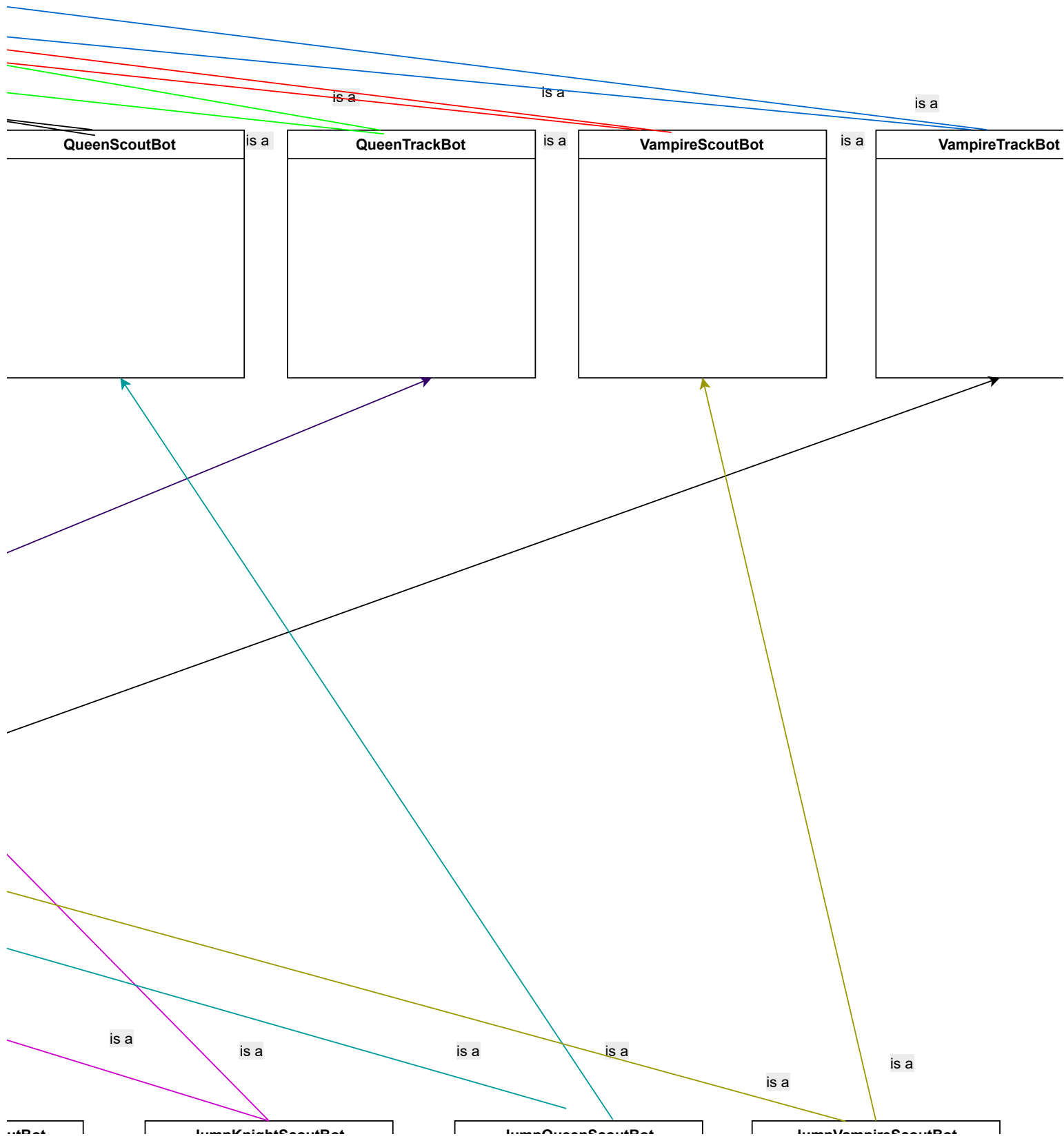


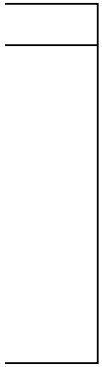












HideLongShotScoutBot

HideSemi/

AutoScoutBot

HideThirtyScoutBot

HideKnightScoutBot

HideQueenScoutBot

ot	HideVampireScoutBot	JumpLongShotTrackBot	JumpSemiAutoTrackBot

	JumpThirtyShotTrackBot	JumpKnightTrackBot	JumpQueenTrackBot	

JumpVampireTrackBot

HideLongShotTrackBot

HideSemiAutoTrackBot

Hi

HideThirtyShotTrackBot

HideKnightTrackBot

HideQueenTrackBot

HideVampire

reTrackBot

JumpLongShotScoutBot

JumpSemiAutoScoutBot

JumpTrinityShotScoutBot

utBot	JumpKnightScoutBot	JumpQueenScoutBot	JumpVampireScoutBot

