Проект State menu graphics Game + context - _font << интерфейс >> + map + handle() Visitor + fighters + redraw(options) + alive_tanks + select(name) + move_player(player) + visitor Menu + deselect(name) - _loop + loop(): str + handle() + handle() Fight_visitor Context + info + info - _state + impl Menu_context + transition_to(state) - menu + request() + move_player(game, player) - _graphics ConcreteWeapons + reselect(menu: 'Menu_base') + go_to_menu(menu: Menu base 'Menu base') Player - _selected + work() + options Weapon + accept(game, visitor) + menu_context + damage Tank + enter() + radius + go_up() + angle + go_down() + health + accept() + force Fighter + quit() + weapons + get_angle() + current_weapon + set_angle(angle) Main menu Pause menu + score + shoot(game, weapon, force) + health + options + force + options + rotate(angle) + change force(delta) Tank + choose_weapon(new_weapon) + muzzle coord + shoot(game) Main_menu_selected_quit Pause_menu_selected_main_menu + X + reduce_health(delta, game) + y + is_alive() -_selected selected + force + get_force() + health + accept(visitor) + enter() + enter() + angle + go_up() + go_down() + go_up() + go_down() + get angle() + set_angle(angle) + shoot(game, weapon, force[, colour]) Pause_menu_selected_return Pause_menu_selected_quit + rotate(angle) - selected - selected + draw_tank(self[, tank_colour]) + draw_muzzle([colour]) + enter() + enter() + detonate(fighters) + go_up() + go_up() Мар + go_down() + go_down() Main_menu_selected_new_game Main_menu_selected_settings + get_coord(x) + draw_relief() - selected - selected + update + enter() + enter() + go_up() + go_up() + go_down() + go_down()