



HACETTEPE UNIVERSITY
COMPUTER ENGINEERING DEPARTMENT

BBM104 INTRODUCTION TO PROGRAMMING LABORATOY II - 2020 SPRING

Assignment 3

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1 Problem Definition

Programming Languages: Java

Subject : Polymorphism, Exceptions

The goal of this project is to design a board game with Java Programming Language by using the subjects above and the given commands and initials. Main content of the game is the war between two sides. Game over when the every character of any side are dead.

2 UML Daigram

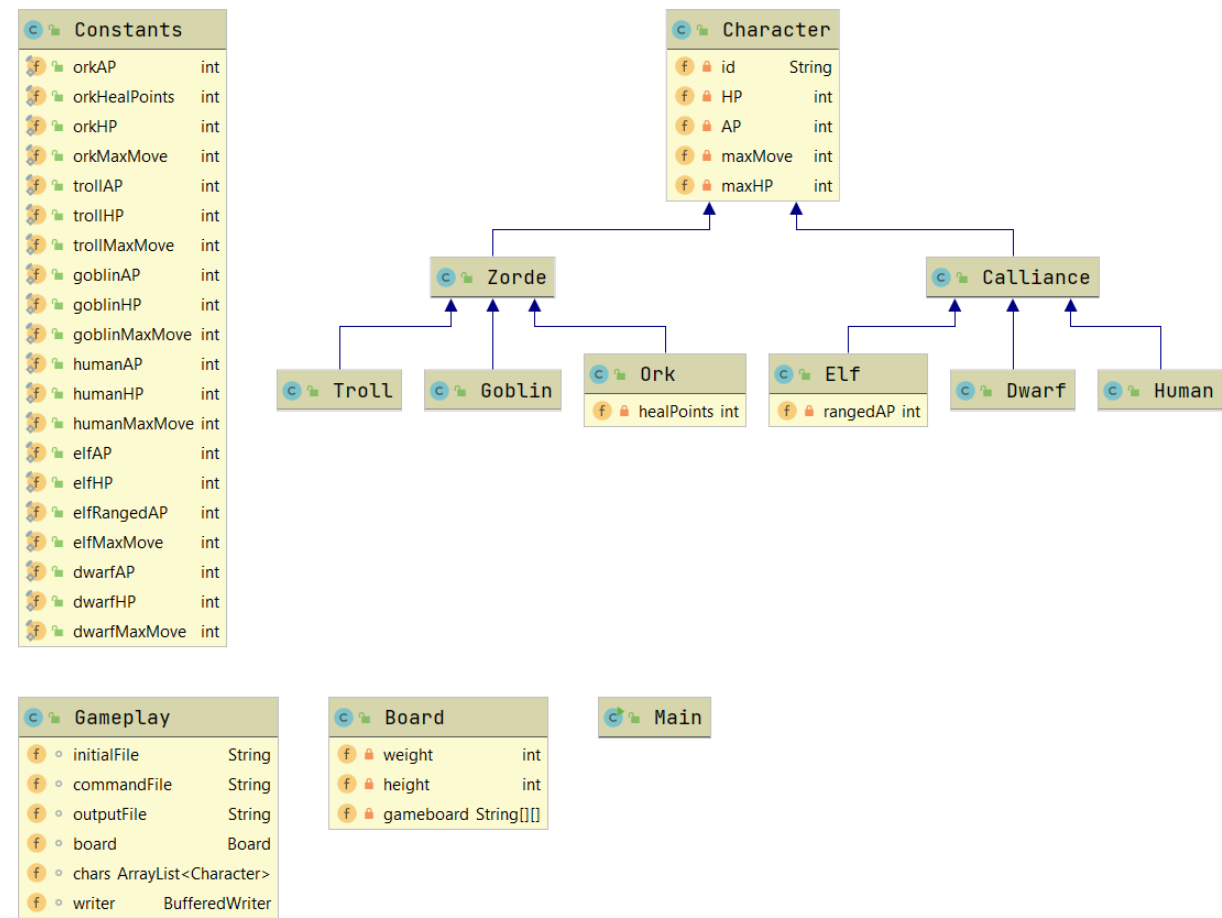
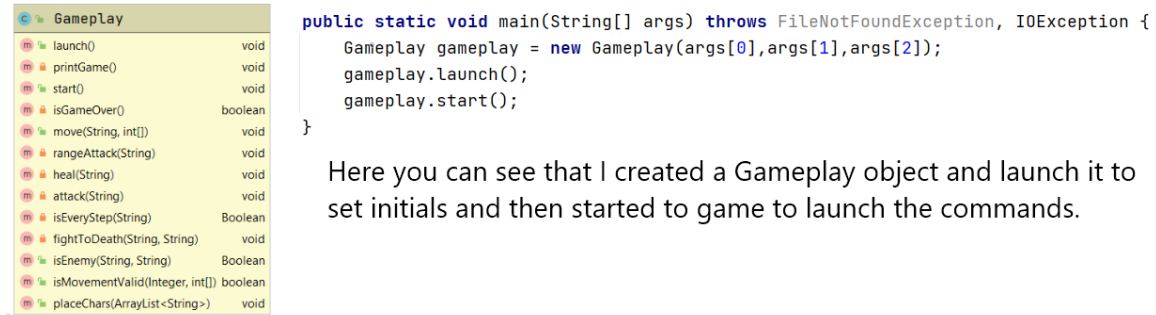


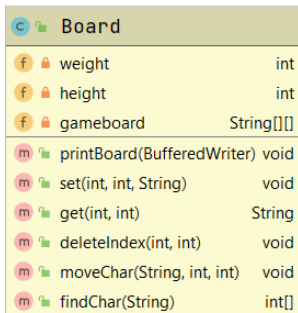
Figure 1: UML daigram of implementation

As you can see from the UML diagram of my implementation I used a Gameplay class to run commands and created a Board class for this gameplay (a gameplay can only have one board)



Here you can see that I created a Gameplay object and launch it to set initials and then started to game to launch the commands.

Figure 2: Details of the Gameplay class



I created a board class with boards weight and height, also a gameboard string array to store the id's of the characters. Functions in this class prints the board to the output and gets,sets,deletes,moves and finds the characters on the gameboard array.

Figure 3: Details of the Board class

3 Notes

I approached to this project with more experience than I had in the previous experiment. I used the OOP idea more properly than I used before. Before starting the coding I thought that I should have a gameplay class and the there should be the attributes those I need to (like bufferedwriter, a board for the game, and the txt files etc.).

References

- BBM104Assignment3.pdf and Lecture Notes