LeaderBoard UML and how it relates to entire UML.

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| **LeaderBoard** | \_\_\_\_\_\_

| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_| |

|- fileName String | |

| - maxNumScore int | |

|-score ArrayList<Score> | |

| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |

| + toString | | / \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\

| + recordScore | | | **Tetris Window**  |

| +scoreSorter | | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_|

| +clearScore | | -- | - leaderboard LeaderBoard |

| +getCurrentScores | | -game TetrisGame |

| +getLowestScore | | -display TetrisDisplay |

| +getScoreBoard | | -win\_width int |

\\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_/ | -win\_height int |

| -grid\_rows int r | -grid\_cols int |

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | +constructor |

---|\_\_\_\_ Score \_\_\_\_\_\_\_\_\_| | +methods for menu items |

|- playerName String | | +main |

| - score int | \\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_/

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

| + compareTo |

| + getPlayerName |

|\_\_\_ +getScore \_\_\_\_\_\_\_\_\_\_ |

1. toString () – overrides the toString method to return a string representation of the current scores.
2. recordScore () – this is the method that is responsible for taking in new scores, checking for the lowest score, and dropping it. Take the player Name and score as parameters.
3. scoreSorter () – Takes the ArrayList of the scores as string and arranges them in descending order.
4. clearScore () – clears the scores from the Score.dat file, basically truncating it.
5. getCurrentScores () – reads the scores from file.
6. getLowestScore () – reads the lowest score from file.
7. getScoreBoard () – this is the method called in the Window class. It returns the sorted scores from the scoreSorter method.

For the Score Class

1. CompareTo () – implements the comparable interface.
2. toString () – string representation of the score.

Other classes not shown.