

UML Diagrams for the 'Mowing Before Hoeing' Game

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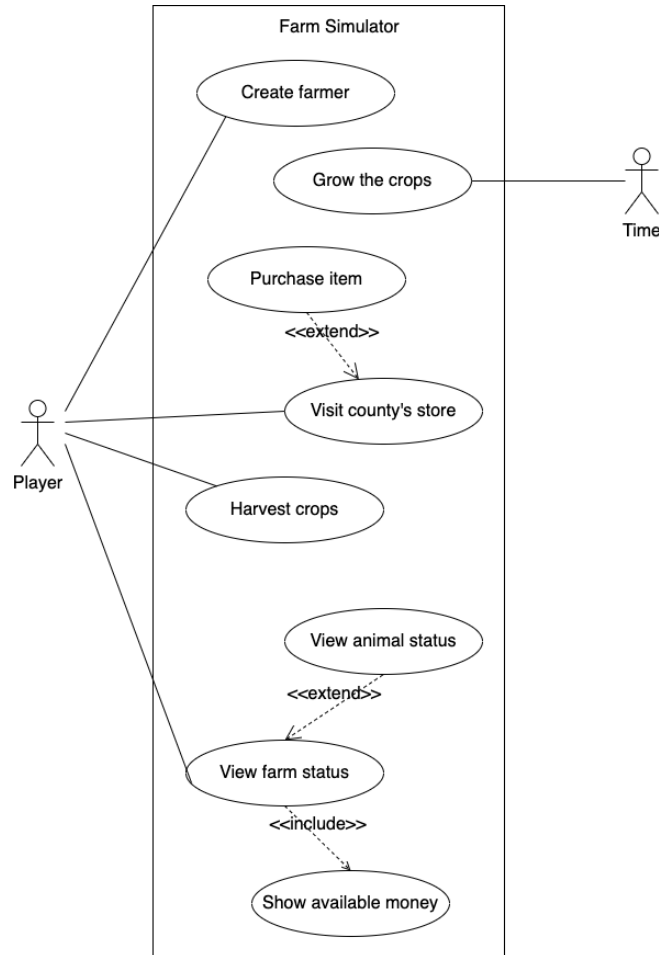


Figure 1: 'Mowing Before Hoeing' Game UML Use Case Diagram

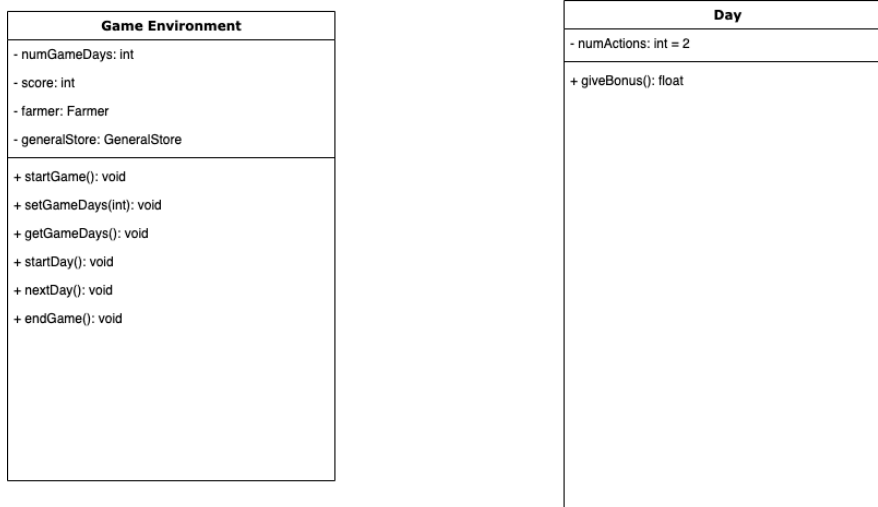


Figure 2: 'Mowing Before Hoeing' Game UML Class Diagrams for the Game Environment and Day Classes

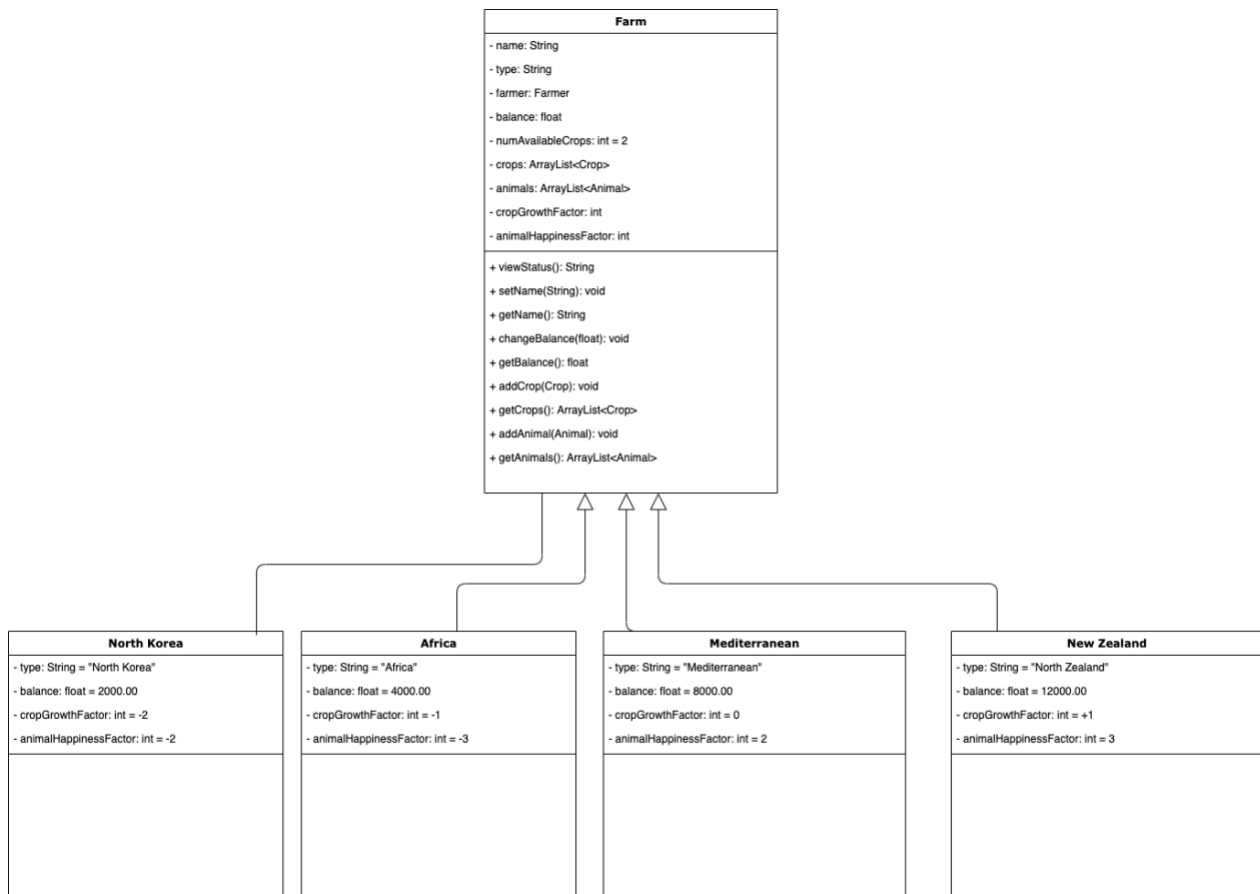


Figure 3: 'Mowing Before Hoeing' Game UML Class Diagrams for the Farm Class and Subsequent North Korea, Africa, Mediterranean, and New Zealand Farm Type Subclasses

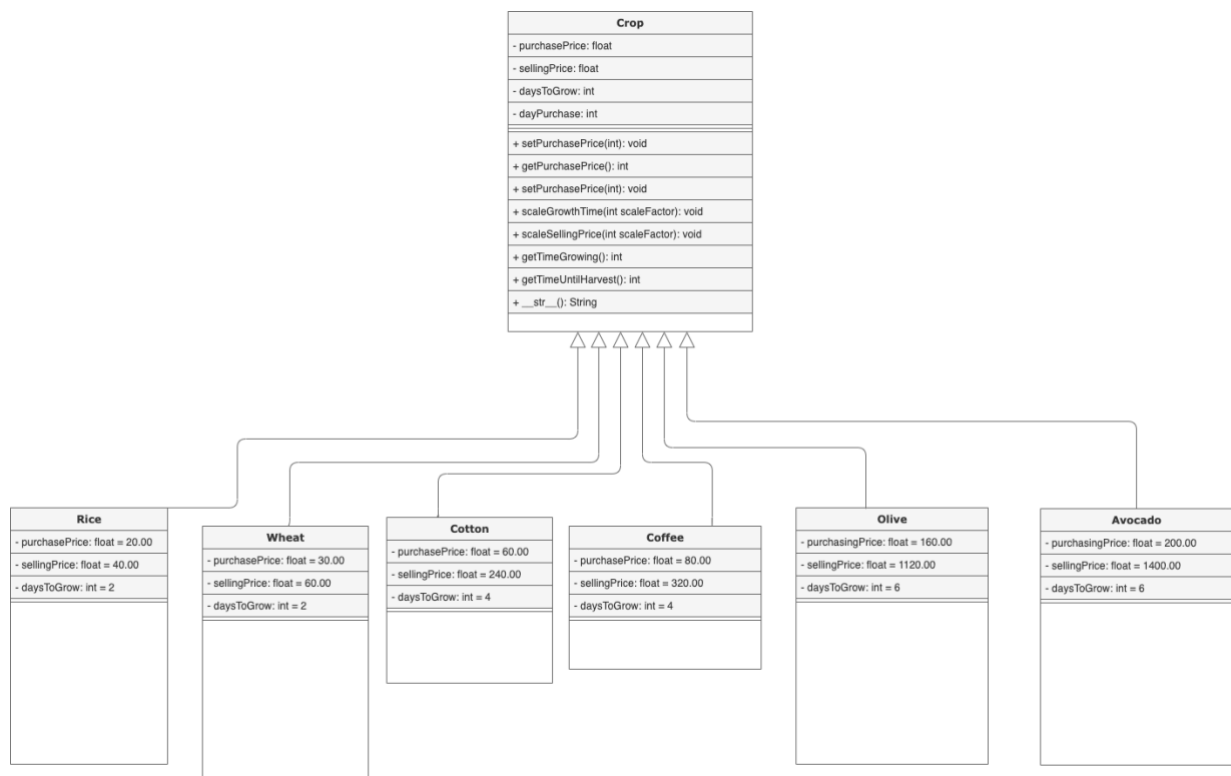


Figure 4: 'Mowing Before Hoeing' Game UML Use Case Diagram for the Crop Class and Subsequent Rice, Wheat, Cotton, Coffee, Olive, and Avocado Crop Type Subclasses

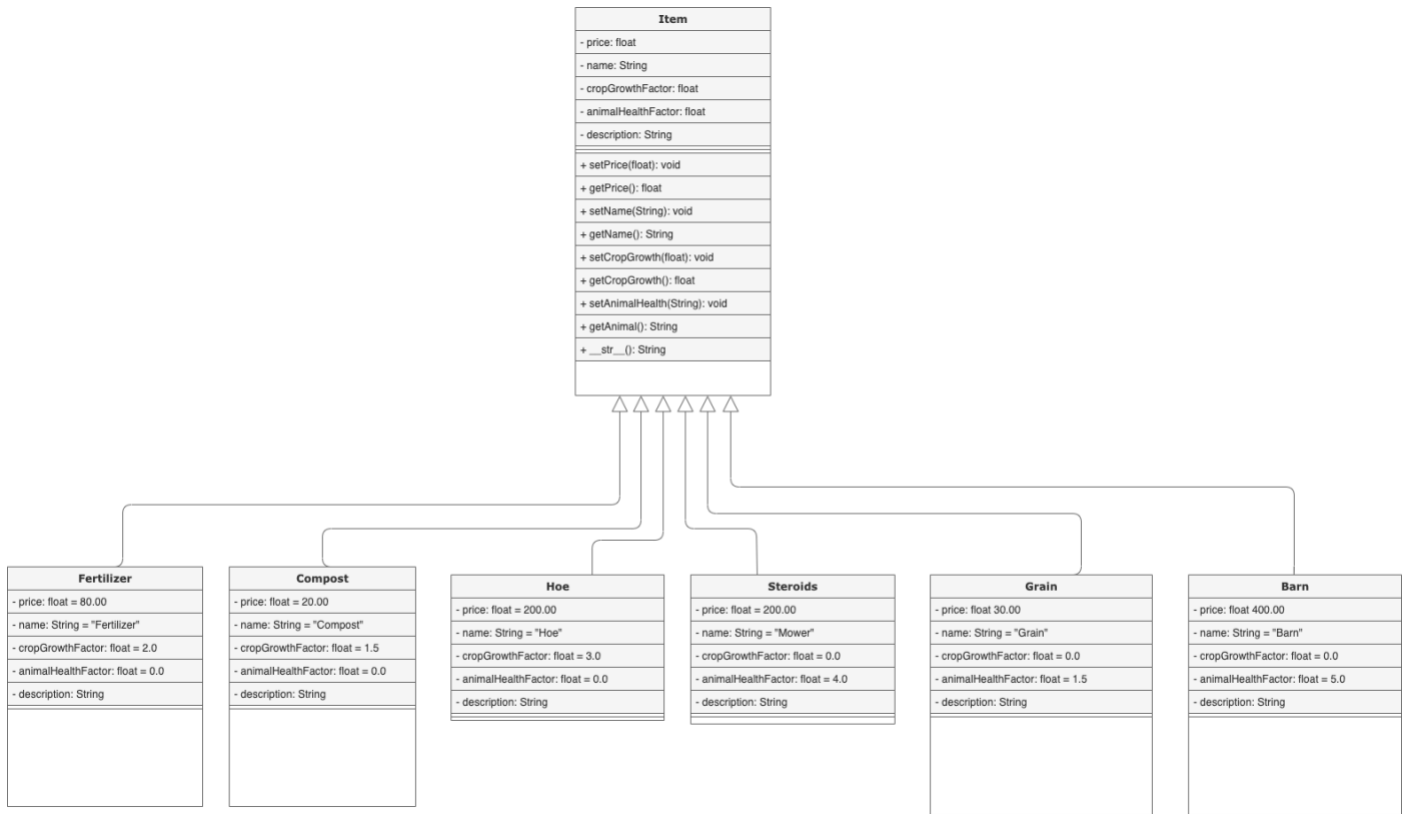


Figure 5: 'Mowing Before Hoeing' Game UML Use Case Diagram for the Item Class and Subsequent Fertilizer, Compost, Hoe, Steroids, Grain, and Barn Item Type Subclasses

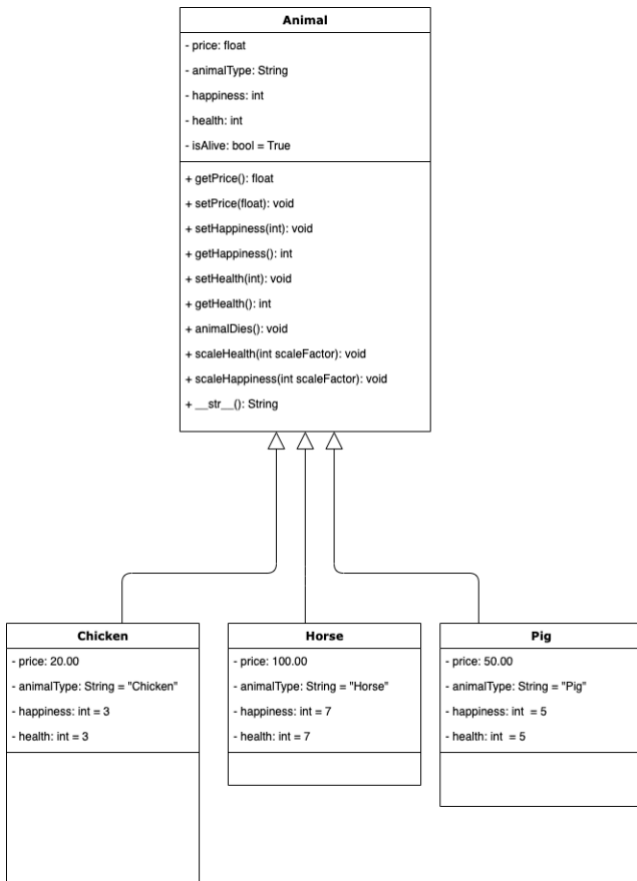


Figure 6: 'Mowing Before Hoeing' Game UML Use Case Diagram for the Animal Class and Subsequent Chicken, Horse, and Pig Animal Type Subclasses

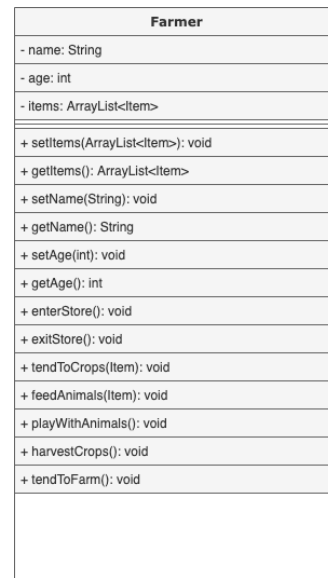


Figure 7: 'Mowing Before Hoeing' Game UML Use Case Diagram for the Farmer Class

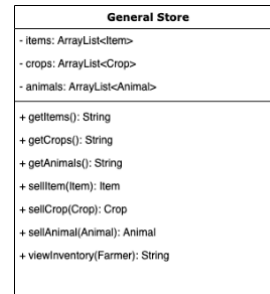


Figure 8: 'Mowing Before Hoeing' Game UML Use Case Diagram for the General Store Class