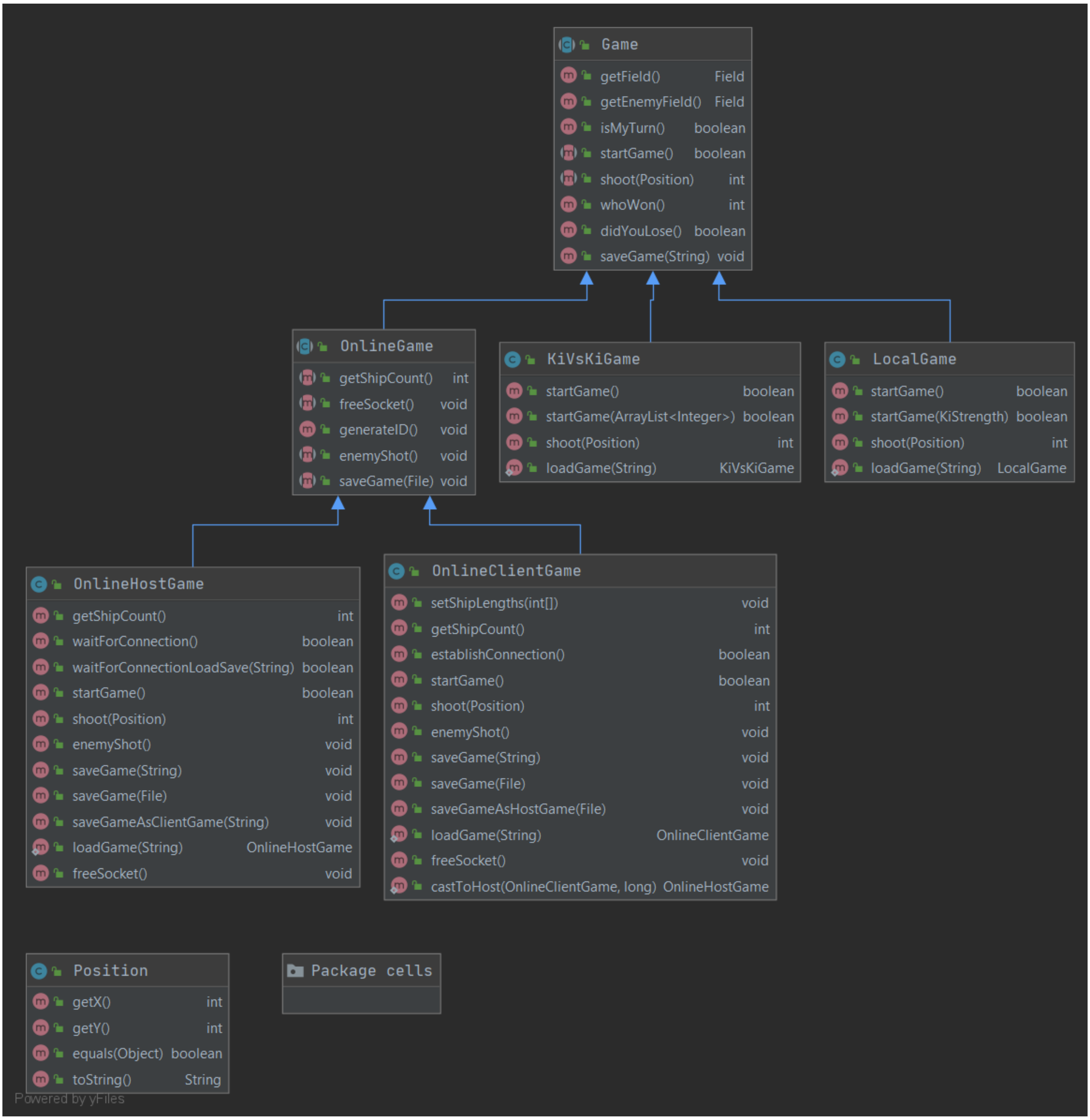
UML Klassendiagramme

Package game:



Game	
getField()	Field
getEnemyField()	Field
isMyTurn()	boolean
startGame()	boolean
shoot(Position)	int
whoWon()	int
didYouLose()	boolean
saveGame(String)	void

OnlineGame	
getShipCount()	int
freeSocket()	void
generateID()	void
enemyShot()	void
saveGame(File)	void

KiVsKiGame	
startGame()	boolean
startGame(ArrayList<Integer>)	boolean
shoot(Position)	int
loadGame(String)	KiVsKiGame

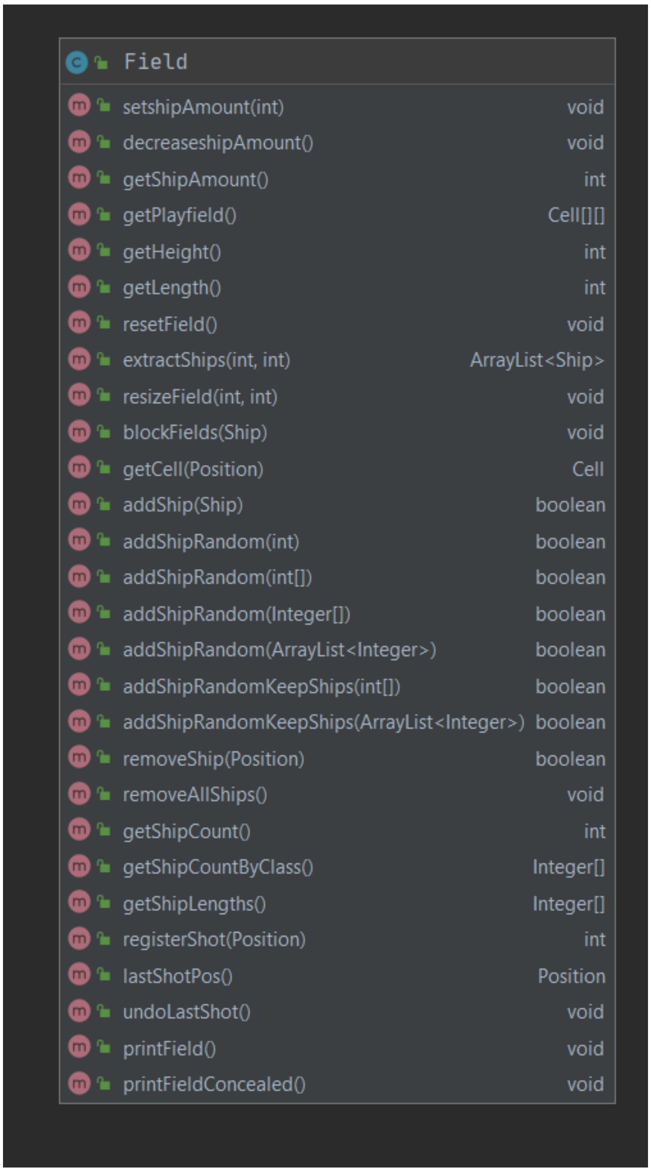
LocalGame	
startGame()	boolean
startGame(KiStrength)	boolean
shoot(Position)	int
loadGame(String)	LocalGame

OnlineHostGame	
getShipCount()	int
waitForConnection()	boolean
waitForConnectionLoadSave(String)	boolean
startGame()	boolean
shoot(Position)	int
enemyShot()	void
saveGame(String)	void
saveGame(File)	void
saveGameAsClientGame(String)	void
loadGame(String)	OnlineHostGame
freeSocket()	void

OnlineClientGame	
setShipLengths(int[])	void
getShipCount()	int
establishConnection()	boolean
startGame()	boolean
shoot(Position)	int
enemyShot()	void
saveGame(String)	void
saveGame(File)	void
saveGameAsHostGame(File)	void
loadGame(String)	OnlineClientGame
freeSocket()	void
castToHost(OnlineClientGame, long)	OnlineHostGame

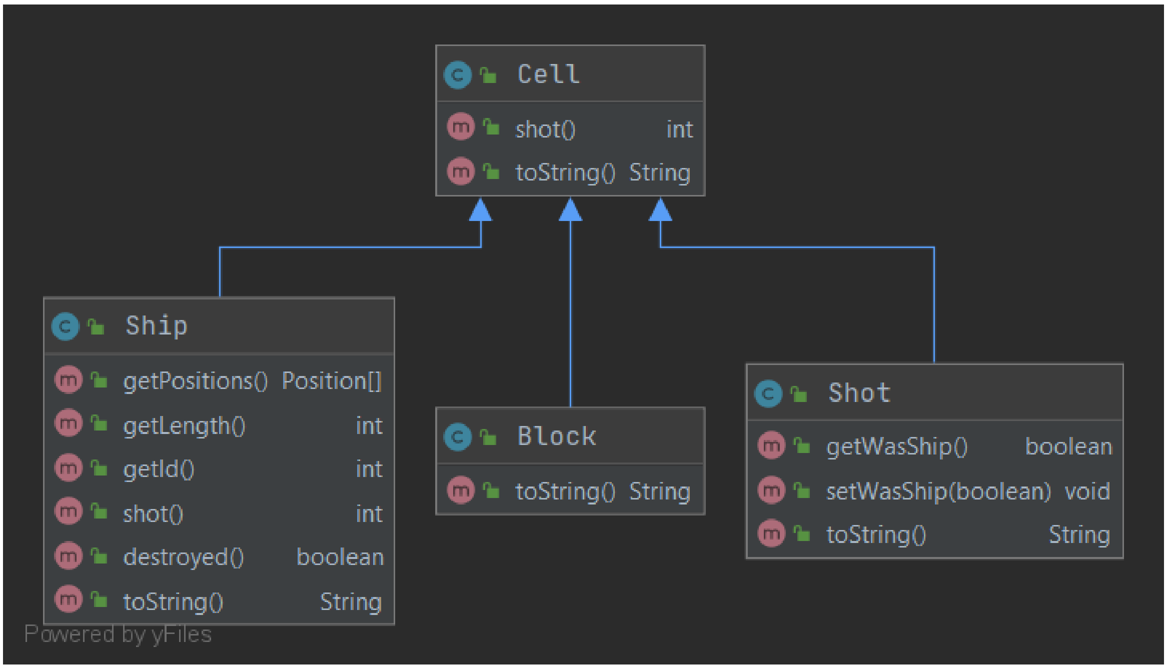
Position	
getX()	int
getY()	int
equals(Object)	boolean
toString()	String

zu Package game:



```
Field
setshipAmount(int)                                   void
decreaseshipAmount()                                 void
getShipAmount()                                      int
getPlayfield()                                       Cell[][]
getHeight()                                          int
getLength()                                          int
resetField()                                         void
extractShips(int, int)                               ArrayList<Ship>
resizeField(int, int)                                void
blockFields(Ship)                                    void
getCell(Position)                                    Cell
addShip(Ship)                                        boolean
addShipRandom(int)                                   boolean
addShipRandom(int[])                                 boolean
addShipRandom(Integer[])                             boolean
addShipRandom(ArrayList<Integer>)                    boolean
addShipRandomKeepShips(int[])                        boolean
addShipRandomKeepShips(ArrayList<Integer>)           boolean
removeShip(Position)                                 boolean
removeAllShips()                                     void
getShipCount()                                       int
getShipCountByClass()                                Integer[]
getShipLengths()                                     Integer[]
registerShot(Position)                               int
lastShotPos()                                        Position
undoLastShot()                                       void
printField()                                         void
printFieldConcealed()                                void
```

Package cells:



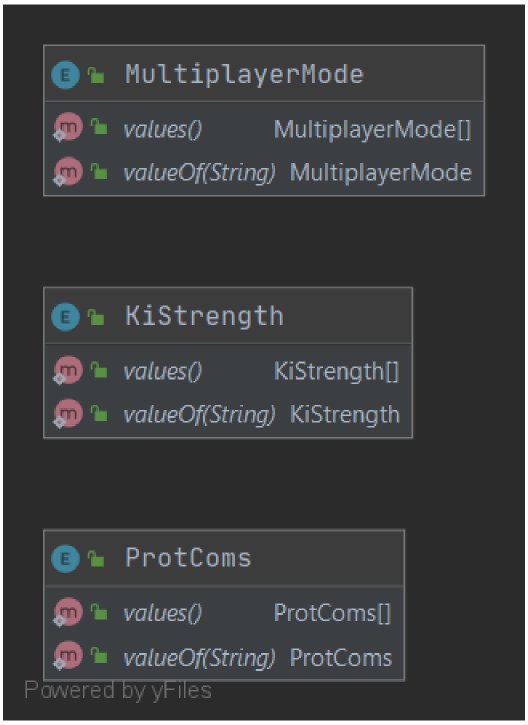
```
Cell
shot()          int
toString()      String

Ship
getPositions()  Position[]
getLength()     int
getId()         int
shot()          int
destroyed()     boolean
toString()      String

Block
toString()      String

Shot
getWasShip()            boolean
setWasShip(boolean)     void
toString()              String
```

Package enums:

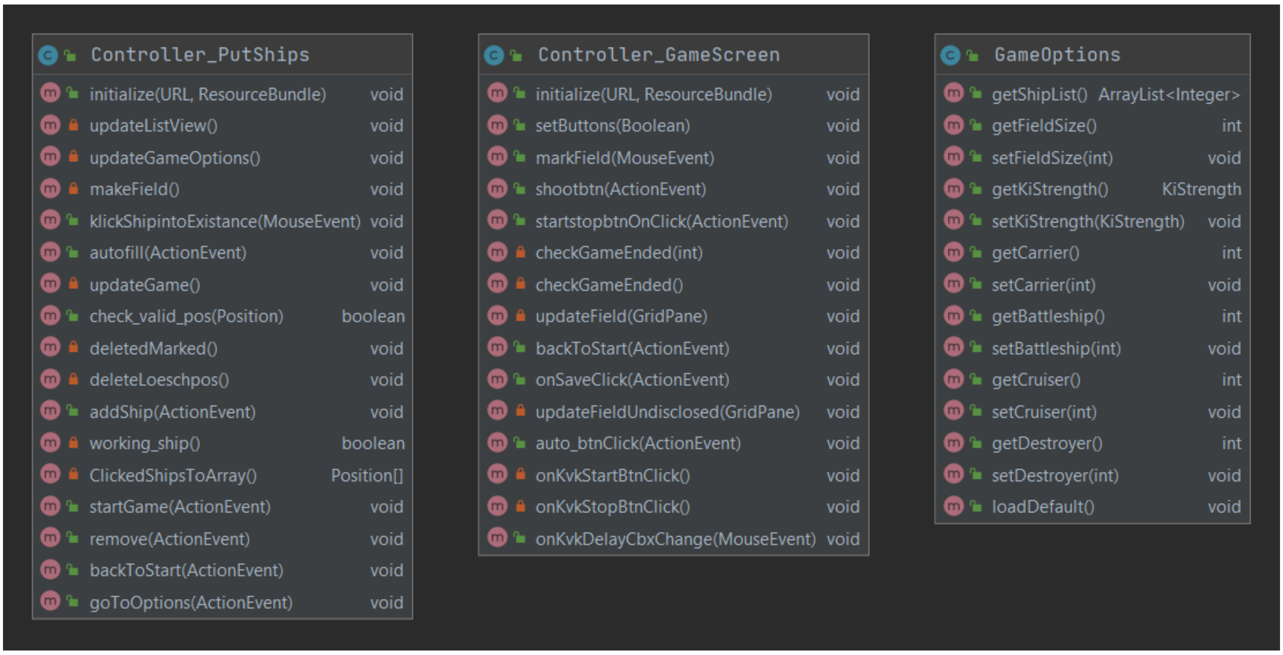


MultiplayerMode	
values()	MultiplayerMode[]
valueOf(String)	MultiplayerMode

KiStrength	
values()	KiStrength[]
valueOf(String)	KiStrength

ProtComs	
values()	ProtComs[]
valueOf(String)	ProtComs

Package JavaFx:

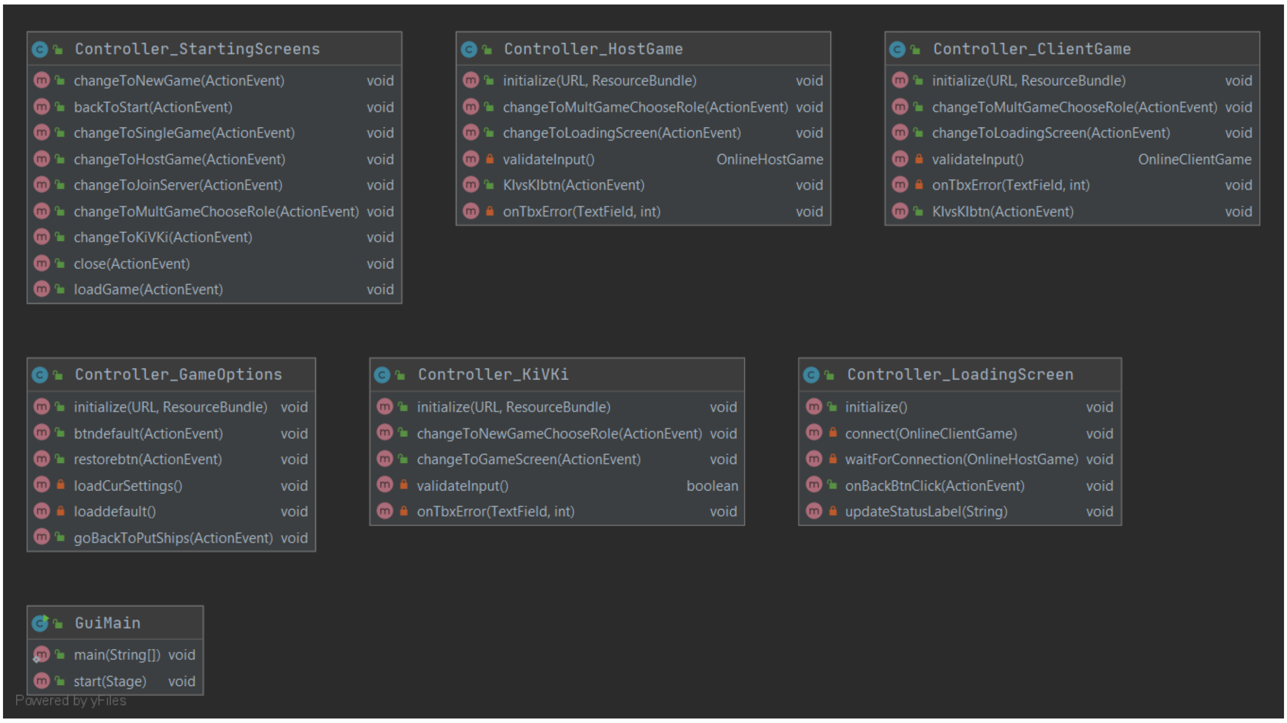


Controller_PutShips	
initialize(URL, ResourceBundle)	void
updateListView()	void
updateGameOptions()	void
makeField()	void
klickShipintoExistance(MouseEvent)	void
autofill(ActionEvent)	void
updateGame()	void
check_valid_pos(Position)	boolean
deletedMarked()	void
deleteLoeschpos()	void
addShip(ActionEvent)	void
working_ship()	boolean
ClickedShipsToArray()	Position[]
startGame(ActionEvent)	void
remove(ActionEvent)	void
backToStart(ActionEvent)	void
goToOptions(ActionEvent)	void

Controller_GameScreen	
initialize(URL, ResourceBundle)	void
setButtons(Boolean)	void
markField(MouseEvent)	void
shootbtn(ActionEvent)	void
startstopbtnOnClick(ActionEvent)	void
checkGameEnded(int)	void
checkGameEnded()	void
updateField(GridPane)	void
backToStart(ActionEvent)	void
onSaveClick(ActionEvent)	void
updateFieldUndisclosed(GridPane)	void
auto_btnClick(ActionEvent)	void
onKvkStartBtnClick()	void
onKvkStopBtnClick()	void
onKvkDelayCbxChange(MouseEvent)	void

GameOptions	
getShipList()	ArrayList<Integer>
getFieldSize()	int
setFieldSize(int)	void
getKiStrength()	KiStrength
setKiStrength(KiStrength)	void
getCarrier()	int
setCarrier(int)	void
getBattleship()	int
setBattleship(int)	void
getCruiser()	int
setCruiser(int)	void
getDestroyer()	int
setDestroyer(int)	void
loadDefault()	void

zu Package JavaFx:



Controller_StartingScreens	
changeToNewGame(ActionEvent)	void
backToStart(ActionEvent)	void
changeToSingleGame(ActionEvent)	void
changeToHostGame(ActionEvent)	void
changeToJoinServer(ActionEvent)	void
changeToMultGameChooseRole(ActionEvent)	void
changeToKiVKi(ActionEvent)	void
close(ActionEvent)	void
loadGame(ActionEvent)	void

Controller_HostGame	
initialize(URL, ResourceBundle)	void
changeToMultGameChooseRole(ActionEvent)	void
changeToLoadingScreen(ActionEvent)	void
validateInput()	OnlineHostGame
KIvsKIbtn(ActionEvent)	void
onTbxError(TextField, int)	void

Controller_ClientGame	
initialize(URL, ResourceBundle)	void
changeToMultGameChooseRole(ActionEvent)	void
changeToLoadingScreen(ActionEvent)	void
validateInput()	OnlineClientGame
onTbxError(TextField, int)	void
KIvsKIbtn(ActionEvent)	void

Controller_GameOptions	
initialize(URL, ResourceBundle)	void
btndefault(ActionEvent)	void
restorebtn(ActionEvent)	void
loadCurSettings()	void
loaddefault()	void
goBackToPutShips(ActionEvent)	void

Controller_KiVKi	
initialize(URL, ResourceBundle)	void
changeToNewGameChooseRole(ActionEvent)	void
changeToGameScreen(ActionEvent)	void
validateInput()	boolean
onTbxError(TextField, int)	void

Controller_LoadingScreen	
initialize()	void
connect(OnlineClientGame)	void
waitForConnection(OnlineHostGame)	void
onBackBtnClick(ActionEvent)	void
updateStatusLabel(String)	void

GuiMain	
main(String[])	void
start(Stage)	void

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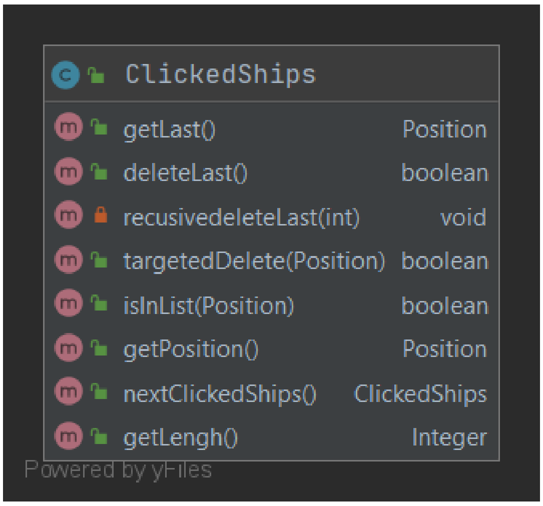
Package guiLogic:



ClickedShips	
getLast()	Position
deleteLast()	boolean
recusivedeleteLast(int)	void
targetedDelete(Position)	boolean
isInList(Position)	boolean
getPosition()	Position
nextClickedShips()	ClickedShips
getLengh()	Integer

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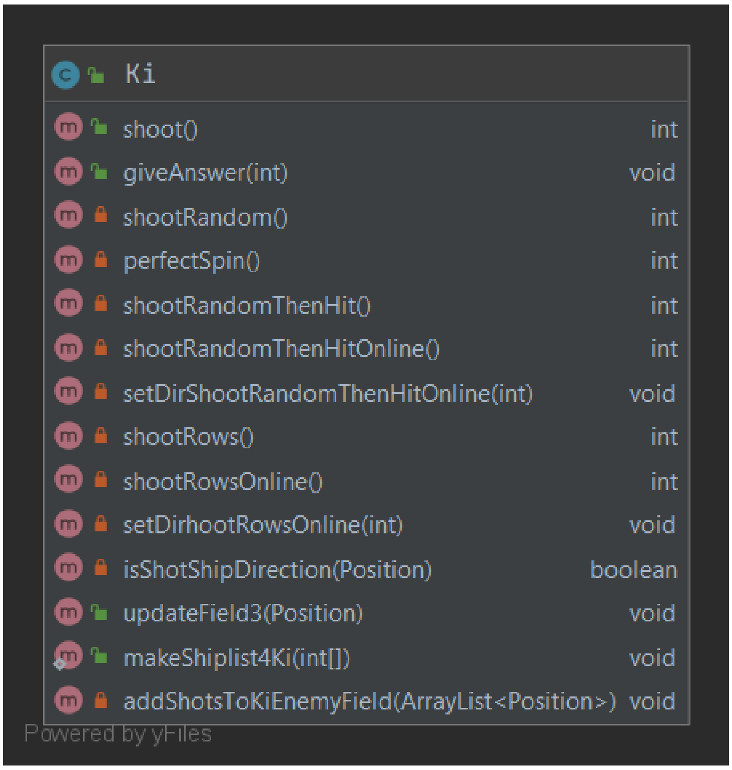
Package ki:



```
Ki
shoot()                                        int
giveAnswer(int)                                void
shootRandom()                                  int
perfectSpin()                                  int
shootRandomThenHit()                           int
shootRandomThenHitOnline()                     int
setDirShootRandomThenHitOnline(int)            void
shootRows()                                    int
shootRowsOnline()                              int
setDirhootRowsOnline(int)                      void
isShotShipDirection(Position)                  boolean
updateField3(Position)                         void
makeShiplist4Ki(int[])                         void
addShotsToKiEnemyField(ArrayList<Position>)    void
```