UML class diagram 133

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Starter

-current:Form
-theme: Resources

+init(context.Object)
+start()
+stop()
+destroy()

Form

Game

-gw: GameWorld
-requestExit : boolean

+play():void

GameWorld

- world : ArrayList<GameObject>
- player : Ant
- clock : int
- lives : int
- highestFlagNumber : int
- highestFlagNumberReached : int

+ aCommand() : void
+ bCommand() : void
+ lCommand() : void
+ rCommand() : void
+ fCommand() : void
+ gCommand() : void
+ tCommand() : void
+ dCommand() : void
+ nCommand() : void
+ mCommand() : void

GameObject

- size : int
- location : Point
- color : int

+ getSize() : int
+ getLocation() : Point
+ setLocation(Point location) : void
+ getColor() : int
+ setColor(int red, int green, int blue) : void

Movable

- heading : int
- speed : int

+ move() : void
+ getHeading() : int
+ setHeading(int heading) : void
+ getSpeed() : int
+ setSpeed(int speed) : void

<<interface>>
Interface

+ setHeading(int heading) : void

Fixed

setLocation(Point location) : void

Spider

+ move() : void
+ setColor(int red, int greeb, int blue) : void

Ant

- foodConsumptionRate : int
- Direction : int
- maximumSpeed : int
- foodLevel : int
- damageLevel : int
- lastFlagReached : int
- maxDamage : int

+ accelerate(int amount) : void
+ brake(int amount) : void
# setSpeed(int speed) : void
+ Left() : void
+ Right() : void
+ setHeading(int heading) : void
+ imposingDamage(int amount) : void
+ isDead() : boolean
+ consumeFood() : void
+ getMaximumSpeed() : int
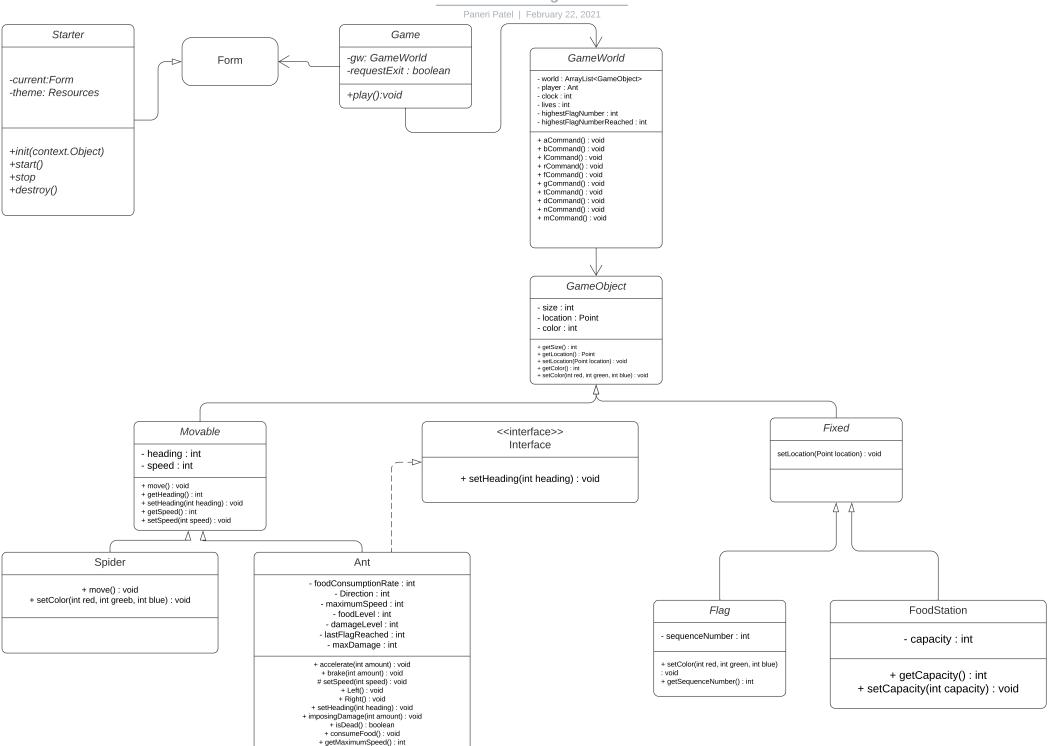+ getDirection() : int
+ getDamageLevel() : int
+ getMaxDamage() : int
+ getLastFlagReached() : int
+ setLastFlagReached(int sequenceNumber) : void
+ getFoodLevel() : int

Flag

- sequenceNumber : int

+ setColor(int red, int green, int blue) : void
+ getSequenceNumber() : int

FoodStation

- capacity : int

+ getCapacity() : int
+ setCapacity(int capacity) : void

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   c. *Add additional lines by hovering over a shape and clicking the red dot.*

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