HomeWork 4

OceanExplorer

- root
- pirate Image
- Pirate Image view
- oceanMap
- scene
- Ship
- Ship Image
- Ship Image View
- Islandmap
- dimensions
- island Count
- Scaling Factor

- loadShipImage()
- Start Sailing()
- start()

OceanMap

- draw Map()
- Place Islands()

Ship

- getShipLocation()
- go East()
- go West()
- go North()
- go South

Pirate Ship

- Update()
- Set Image View()
- get Image View()
- Move Pirate()