Simulator Class UML Diagram

TalkBotSimulator

+ title: JPanel
+ info: JPanel
+ body: JPanel
+ mpanel: JPanel
+ i: JTextArea
+ body: Bbody

+ TalkBotSimulator: Constructor
+ settings: void method

+ setTitle: void method
+ setInfo: void method

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Jpanel

Extends

Bbody

+ sp: Jpanel
+ scroll: JScrollPane
+ in: ObjectInputStream
+ con: Configuration
+ clip: Clip
+ categories: ArrayList<JButton>
+ currentSet: int

+ Bbody(Jpanel): Constructor
+ setup(JPanel): void
+ sets(): void
+ setbtns(): void
+ actionPerformed(ActionEvent): void
+ playSound(String): void

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Configuration

- serialVersionUID: static final long
- totalbtns: int
- aset: int
- audiobtns: int
- rpathAfile: int
- aname[][]: String
- rpathImage[][]: String
- btname[][]: String
- catnames: ArrayList<String>
- a: ArrayList<ArrayList<String>>
- rpi: ArrayList<ArrayList<String>>
- bn: ArrayList<ArrayList<String>>

+ main(String[]): main method
+ getPathToAudioFile(int, int): String
+ getPathToImageFile(int, int): String
+ getBtnName(int, int): String
+ getSetAt(int): int
+ getSetButtonsAt(int): String[]
+ setBtnName(int): void
+ RemoveBtn(int, int): void
+ AddBtn(int, String, String, String): void
+ setImagePath(int, int, String): void
+ setRelativePath(String): void
+ setAudioName(int, int, String): void
+ addcat(String): void
+ removecat(String): void
+ getcatNames(int): String

0...n

Jpanel

Extends

Buttons

+ pic: ImageIcon
+ ifile: String
+ num: int

+ getBtnNumber(): int
+ Butons(String, String, int): Constructor

**<<Interface>>
TalkBoxConfiguration**

+ getNumbeOfAudioButtons(): int
+ getNumberOfAudioSets(): int
+ getTotalNumberOfButtons(): int
+ getRelativePathToAudioFiles(): Path
+ getAudioFileNames(): String[][]

Extends

Serializable