HEX BARON – Class Diagram Tasks

Task 1 (2 marks)

A partially-complete UML class diagram for the Player class is shown below.

Fill in the missing details.

```
Player
# lumber: int
#
 piecesInSupply:
#
     : int
+ addToVPs (int): void
 getFuel(): int
+ getLumber(): int
+ getPiecesInSupply(): int
+ getStateString():
+ removeTileFromSupply(): void
+ setUpPlayer(str,int,int,int.int): void
+ updateFuel(
                  ): void
                  (int): void
```

Task 2 (5 marks)

A partially-complete UML class diagram is shown.

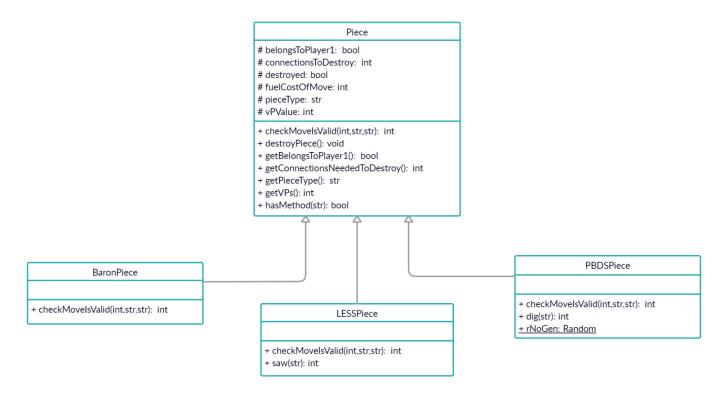
Fill in the missing details, including any relationships between the classes shown.

HexGrid # size: int # tiles: Tile [] + addPiece(bool,str,int): void - checkPieceAndTileAreValid(int): bool - checkTileIndexIsValid(int): bool - createBottomLine(): str - createEvenLine(bool,int): str,int - createOddLine(int): str,int - createTopLine(): str + destroyPiecesAndCountVPs(int,int): bool,int,int + executeCommand(str [], int,int,int,int,int,int): str,int,int - executeCommandInTile(str [],int,int): bool,int,int - executeMoveCommand(str [], int): int - executeSpawnCommand(str [],int,int): int - executeUpgradeCommand(str [],int): int + getGridAsString(bool): str + getPieceTypeInTile(int): str - setUpNeighbours(): void - setUpTiles(): void

Tile # neighbours: Tile [] # pieceInTile: Piece # terrain: str + addToNeighbours(Tile): void + getDistanceToTileT(Tile): int + getNeighbours(): list of Tile + getPieceInTile(): Piece + getTerrain(): str + setPiece(Piece): void + setTerrain(str): void

Task 3 (4 marks)

There are two pieces of information missing from the UML class diagram below.



Explain what are they and why are they normally omitted?	