Square Class UML Diagram

-breezy: int

-stench: int

-pit: int

-person: int

-wumpus: int

-gold: int

Square

-Value holder for breezy status.

-Value holder for stench status.

-Value holder for pit status.

-Value holder for person status.

-Value holder for Wumpus status.

-Value holder for gold status.

+Square()

+getBreezy(): int

+getStench(): int

+getPit(): int

+getPerson(): int

+getWumpus(): int

+getGold(): int

+setBreezy(x: int): void

+setStench(int x): void

+setPit(int x): void

+setPerson(int x): void

+setWumpus(int x): void

+setGold(int x): void

+isEmpty(): boolean

-Constructs a blank Square object, all variables equal to 0.

-Returns the value of Breezy.

-Returns the value of Stench.

-Returns the value of Pit.

-Returns the value of Person.

-Returns the value of Wumpus.

-Returns the value of Gold.

-Sets the value of breezy to x.

-Sets the value of stench to x.

-Sets the value of pit to x.

-Sets the value of person to x.

-Sets the value of Wumpus to x.

-Sets the value of gold to x.

-Returns true if all variables of a square object are equal to 0.

Wumpus World Class UML Diagram

-gameBoard: Square[][]

WumpusWorld

-2D array of Square objects used to represent the game board.

+WumpusWorld()

+printGameBoard(): void

+humanSquareStauts(): Boolean

+movePerson(x: int, y: int, x2: int,

y2: int): void

-Constructs a WumpusWorld object and initializes a gameBoard variable with random variable values for the Square objects.

-Prints a visual depiction of the current game board status.

-Prints the status of the current Square the Human is, returning true if the square is safe and false if not.

-Changes the Square object that contains the Human.