

UML Modeling Diagram Structure Diagram → Class, Diagram

Rebounding
- died(): boolean
- bounce(): iteration

Breakout Component
- update()
- hit(breakout: boolean)
- getElement(): Dimension
- getCell(): point
- setCell(): (new cell: Point)

Board
- boardWidth: int
- boardHeight: int
- brickSize: dimension
- board(): board
- getWidth(padding: Boolean)
- getHeight(padding: Boolean)
- drawBall()
- moveBall()
- hitDetect: (Breakout Component)
- add(breakout: point)
- paddleWidth()
- wall()

Brick interface
Wall interface
Ball interface
Paddle interface

The Brick
- width: int
- height: int
- space X
- space Y

The Wall
- board: Board
- left: int
- right: int
- top: int
- bottom: int

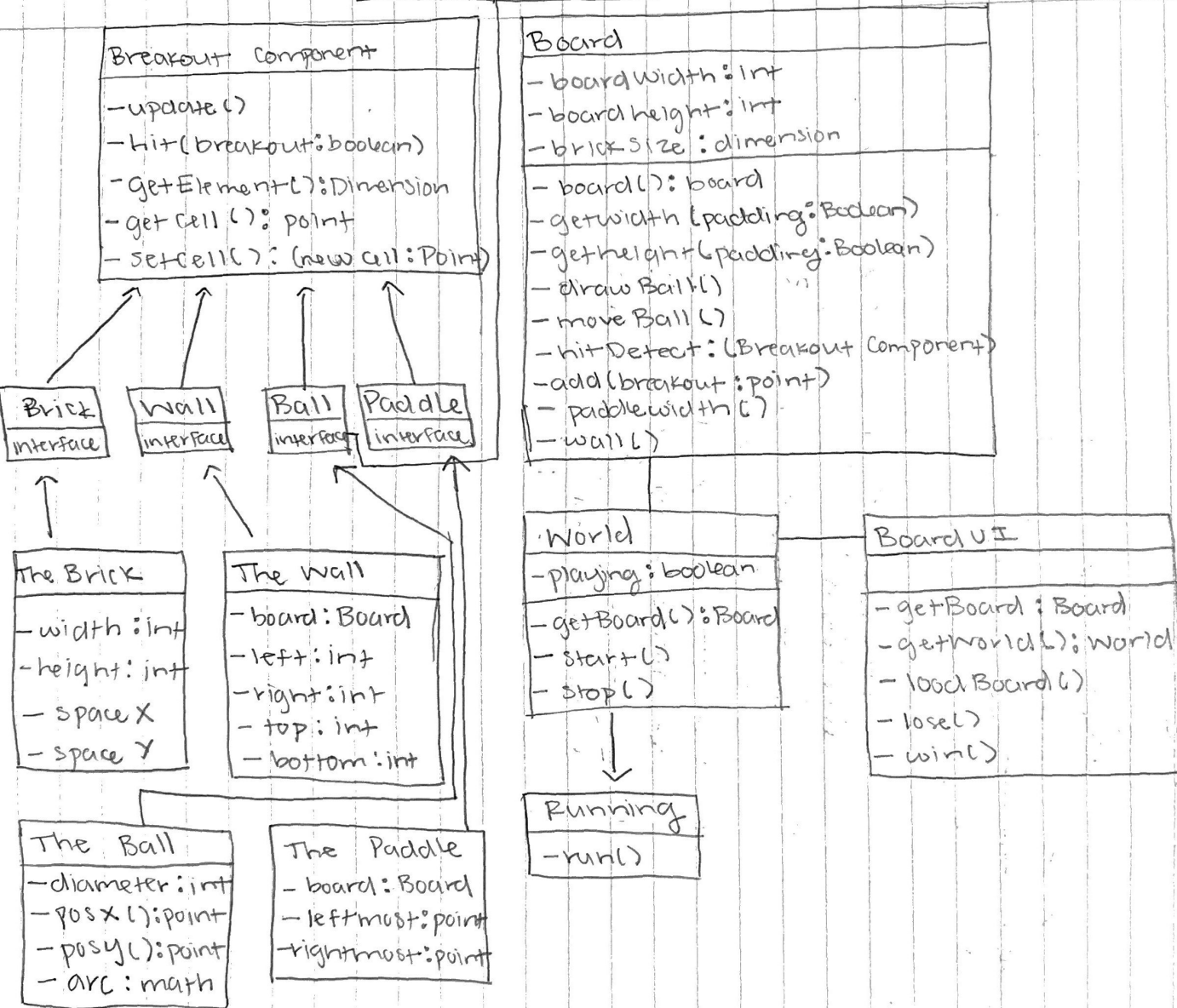
The Ball
- diameter: int
- posX(): point
- posY(): point
- arc: math

The Paddle
- board: Board
- leftmost: point
- rightmost: point

World
- playing: boolean
- getBoard(): Board
- start()
- stop()

Board UI
- getBoard: Board
- getWorld(): world
- loadBoard()
- lose()
- win()

Running
- run()



Behavior Diagram → Use Case Diagram

