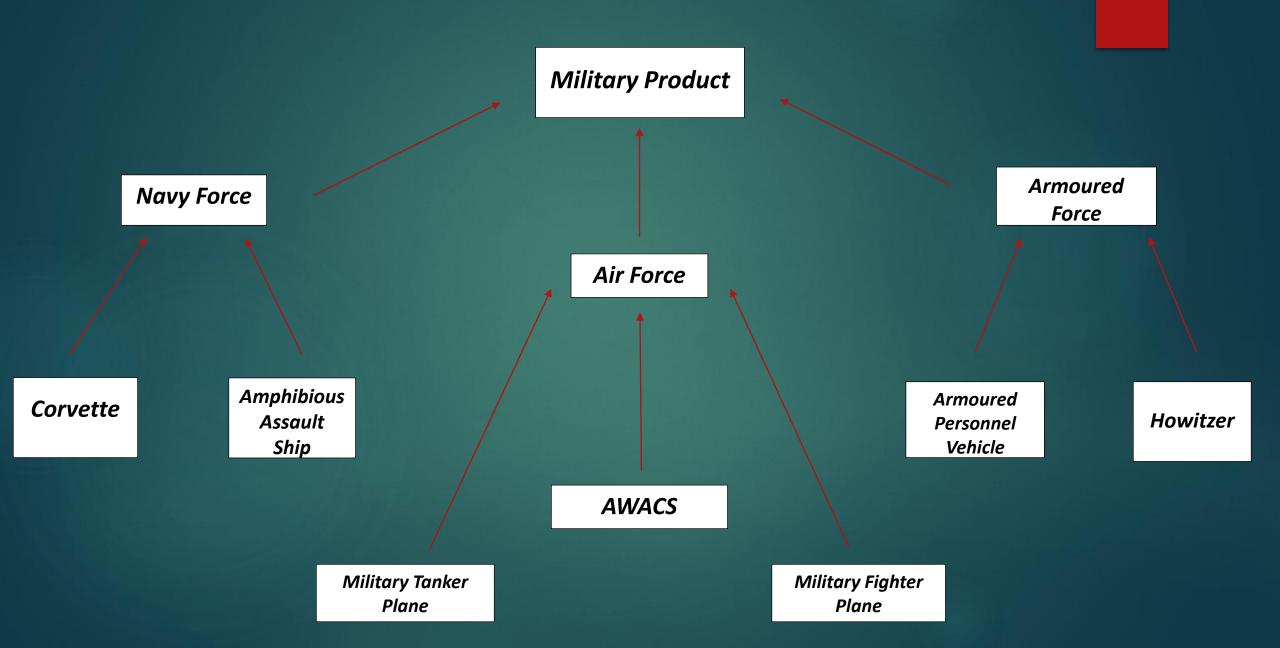
# Military Product Calculator

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## CLASS HIERARCHY



### Navy Force

- Combat System: String
- Displacement : int
- Velocity: double
- + getCombat System():String
- + setCombat System(String)
- + getDisplacement(): int
- + setDisplacement(int)
- + getVelocity() : double
- + setVelocity(double)

#### Air Force

- Type of Engine : String
- Altitude : int

Military Product

- Manufacturer : String

- Product Buy Count: int

+ getManufacturer() : String

+ setManufacturer(String)

+ getProductBuyCount(): int

+ setProductBuyCount(int)

+ CalculateTotal(double,int):double + CalculateTotal():double

+ CalculateTotal(String,String,double,int):double + CalculateTotal(String,double,double):double

+ getName(): String

+ getPrice() : double

+ setPrice(double)

+ setName(String)

- Name : String

- Price : double

- Flight Range : int
- + getTypeofEngine() : String
- + setTypeofEngine(String)
- + getAltitude() : int
- + setAltitude(int)
- + getFlightRange() : int
- + setFlightRange(int)

#### **Armoured Force**

- Type of Armoured : String
- Main Gun : String
- Number of Crew: int
- + getTypeofArmoured():String
- + setTypeofArmoured(String)
- + getMainGun() : String
- + setMainGun(String)
- + getNumberofCrew(): int
- + setNumberofCrew(int)

## **UML Diagram**

#### Corvette

- Bow Gun: String
- SSM : String
- Helicopter Deck : boolean
- + getBowGun() : String
- + setBowGun(String)
- + getSSM() : String
- + setSSM(String)
- + isHelicopterDeck(): boolean
- + setHelicopterdeck(boolean)

#### Military Tanker Plane

- Type of Pump : String
- Type of Fuel: String
- Fuel Quantity: int
- + getTypeofPump(): String
- + setTypeofPump(String)
- + getTypeofFuel() : String
- + setTypeofFuel(String)
- + getFuelQuantity(): int
- + setFuelQuantity(int)
- + setAltitude(int)

#### Howitzer

- Gunnery Range : int
- Name of Ammunition : String
- Number of Ammunition : int
- + getGunnaryRange() : int
- + setGunnaryRange(int)
- + getNameofAmmunition():String
- + setNameofAmmunition(String)
- + getNumberofAmmunition():int
- + setNumberofAmmunition(int)

#### **Amphibious Assault Ship**

- Number of F-35 : int
- Number of LCM: int
- Number of ZAHA : int
- + getNumberofF-35(): int
- + setNumberofF-35(int)
- + getNumberofLCM(): int
- + setNumberofLCM(int)
- + getNumberofZAHA(): int
- + setNumberofZAHA(int)

#### **AWACS**

- Type of Radar : String
- Range of Radar : String
- Number of Target : int
- + getTypeofRadar(): String
- + setTypeofRadar(String)
- + getRangeofRadar(): String
- + setRangeofRadar(int)
- + getNumberofTarget():int
- + setNumberofTarget(int)

**Armoured Personnel** 

Vehicle

- isAmphibious : boolean

+ isAmphibious() : boolean

+ setAmphibious(boolean)

+ getNumberofSmokeLauncher():int

+ setNumberofSmokeLauncher(int)

- Number of Smoke

Launcher: int

+ setAltitude(int)

# Military Fighter Plane - Gun Name : String

- Guil Nume . Sumg
- Type of Gun : String
- Number of Guns : int
- + getGunName() : String
- + setGunName(String)
- + getTypeofGun() :String
- + setTypeofGun(String)
- + getNumberofGuns():int + setNumberofGuns(int)
- + setivarriberoj Guris(i
- + setAltitude(int)

#### **Memory Diagram 1** <MilitaryProducts> **ArrayList** <Awacs> <MilitaryProduct> <AmphibiousShip> Awacs Name **AmphibiousShip** Name **MilitaryProduct** Name <Name> "Barış Kartalı" <Name> "TCG-Trakya" 'TCG-Heybeliada'' <Name> < Manufacturer > <Manufacturer> <Manufacturer> < Price > <Price> Manufacturer Manufacturer <Price> Manufacturer 82000000 260000000 451000000 ʻİstanbul Naval Shipyard'' "Boeing" "Sedef Shipyard" <Product Buy Count> <Product Buy Count> <Product Buy Count> <Type of Engine> Type of Engine Combat System **Combat System** <Combat System> <Combat System> <Altitude> "Turbofan" <Displacement> "GENESIS" <Displacement> "ADVENT" 41000 2300 28000 <Flight Range> <Velocity> < Velocity > **Bow GUN** 5665 Type of Radar 29 21 <Type of Radar> "MESA" "76 mm Oto Melara" <Number of F-35> <Bow Gun> <Range of Radar> <SSM> <Number of LCM> 4 400 SSM <Helicopter Deck> <Number of ZAHA> <Number of Target> "Atmaca" True 1500

#### **Memory Diagram 2** <MilitaryProducts> **ArrayList** <howitzer> <FighterPlane> <MilitaryProducts> <Awacs> <AmphibiousShip> **AmphibiousShip** Awacs Name Name howitzer Name Name **FighterPlane** Name **Military Products** "T-155 "Barıs "TCG-<Name> 'TCG-"TF-X" <Name> <Name> <Name> Fırtına'' Kartalı'' <Name> Heybeliada' Trakya' < Manufacturer > <Manufacturer> <Manufacturer> < Manufacturer > <Manufacturer> < Price > <Price> <Price> Manufacturer Manufacturer < Price > Manufacture Manufacturei Manufacturer <Price> 82000000 'Ministry of "Sedef "İstanbul 451000000 5000000 260000000 10000000 "Boeing" "TUSAS" National Naval <Product Buy Count> Shipyard' Defense'' Shipyard" <Product Buy Count> <Product Buy Count> <Product Buy Count> <Product Buy Count> 250 60 Type of Type of Combat <Type of Engine> Type of Combat <Type of Engine> <Combat System> <Combat System> <Type of Armoured> System System Engine Engine Armored <Altitude> <Displacement> <Main Gun> "Steel Amour "GENESIS" "ADVENT" <Altitude> "Turbojet" <Displacement> "Turbofan" 41000 Plate" 2300 28000 *55000* <Number of Crew> <Flight Range> Type of Main Gun <Velocity> Missile **Bow GUN** <Flight Range> < Velocity > 5665 Radar Name "155mm 29 '76 mm 4800 <Name of Ammunition> 21 <Type of Radar> 'SOM-J' "MESA" Oto Melara' L-52" <Bow Gun> <Missile Name> <Number of Ammunition> <Number of F-35> 4 <Range of Radar> <SSM> 48 <Type of Missile> <Number of LCM> 400 Type of Name of SSM Missile <Helicopter Deck> <Gunnery Range> Ammunition <Number of Missile> <Number of ZAHA> <Number of Target> 'Air to Land 'MKE MOD 'Atmaca' 40 1500 True Missile" 274"