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PROJECT - 2

Resume

+ Serialize (Object) : Void
+ Deserialize ( ) : Object

GRID

- SIZE : String
- NOOFPLAYERS : int
- BALL_MAP : Ball [ ]
- GRID1 : Cell [9][6]
- GRID 2: Cell[15][10]

+ initializeG1 ( ) : Void
+ initializeG2 ( ) : Void
+ Getnop ( ): int
+ Getsize ( ): String
+Setnop (int):Void

Cell

- currentball: Ball
- Noofballs : int
- rotating: boolean
-postision:Position

+ getcurrentball ( ): Ball
+ getnoofballs ( ): int
+ isrotating ( ) : boolean
+ getPos ( ) : Position
+ SetPos (int,int) : Void

Ball

- Player : Player
- Colour : String
- Currentcell : Cell
- Currentstate : int

+ getCell ( ) : Cell
+ getcolour( ) : String
+ getcurrentstate( ) : int
+ getPlayer ( ) : Player

Position

- x_coordinate : int
- y_coordinate: int

+ getx( ) : int
+ gety( ) : int

Divide

+ Divide (Cell) : Void
+moveto (Ball) : Void

Player

- turn : int
- ball : Ball

+ getturn( ) : int
+ getball ( ) : Ball
+ getoutstatus ( ) : boolean

EDGEBALL COUNT =3

<<EXTENDS>>

BALL PRESENT EXCEPTION

<<INCLUDE>>

ADD BALL

<<INCLUDE>>

CORNERBALL COUNT =2

<<INCLUDE>>

<<INCLUDE>>

SPLIT

<<INCLUDE>>

NORMAL COUNT=4

<<INCLUDE>>

SETTINGS

<<INCLUDE>>

CHOOSE PLAYER COLOUR

<<INCLUDE>>

DONE

<<EXTENDS>>

COLOUR NOT DIFFERENT EXCEPTION

<<INCLUDE>>

<<INCLUDE>>

PLAYER'S NAME

<<INCLUDE>>

<<EXTENDS>>

PLAYER NAME NOT GIVEN EXCEPTION

<<INCLUDE>>

NEW GAME

<<EXTENDS>>

GRID SIZE NOT SELECTED EXCEPTION

GAME SAVED

<<EXTENDS>>

NO OF PLAYERS NOT SELECTED EXCEPTOION

<<INCLUDE>>

CANNOT RESUME EXCEPTION

<<EXTENDS>>

RESUME

<<INCLUDE>>

LOAD SAVED GAME

<<INCLUDE>>

HOME

<<INCLUDE>>

<<INCLUDE>>

SHOW GRID

<<INCLUDE>>

EXIT

<<INCLUDE>>

UNDO

2...8

Actor

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