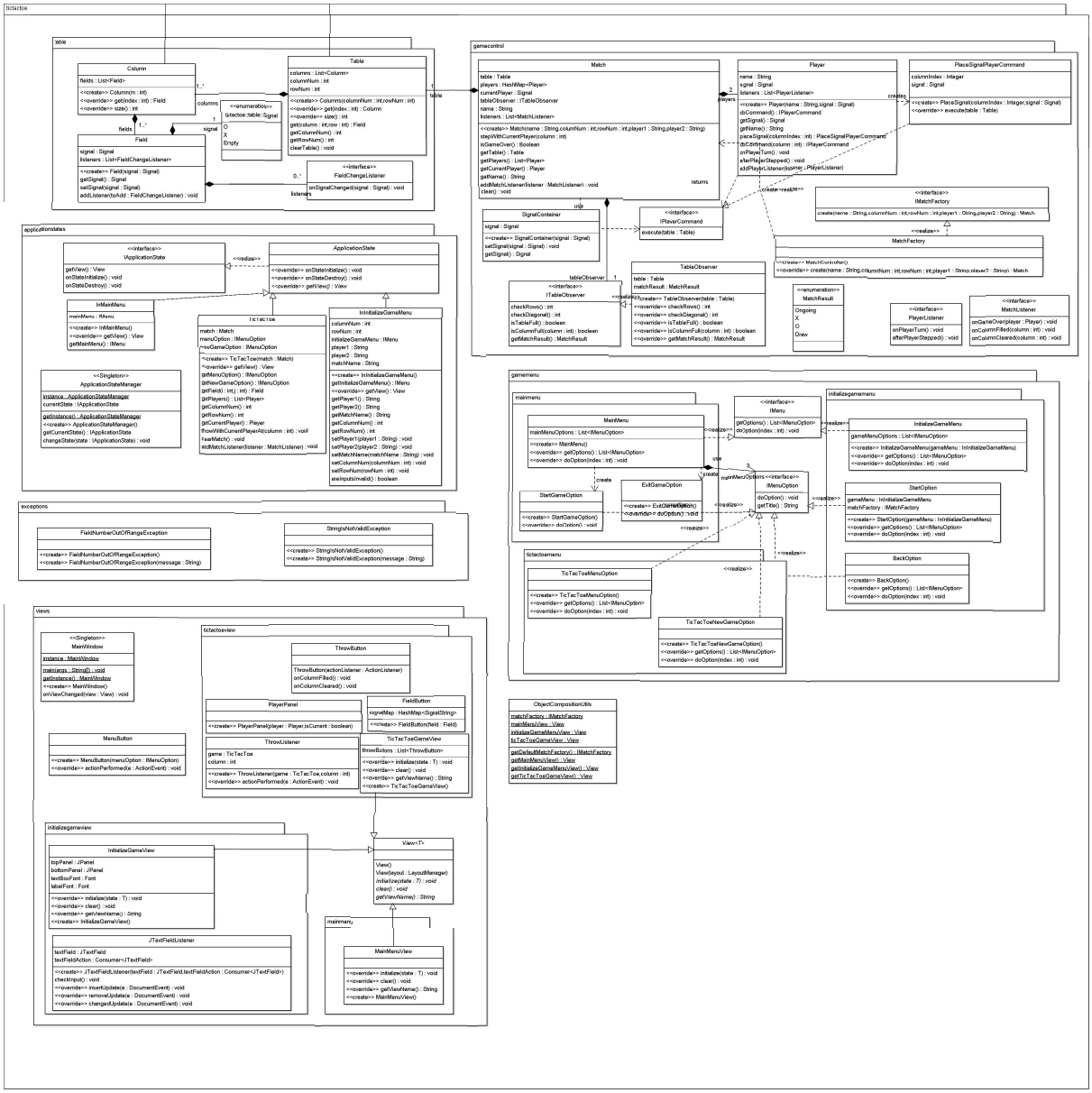
tictactoe
table
Column
fields : List<Field>
<<create>> Column(m : int)
<<override>> get(index : int) : Field
<<override>> size() : int
Table
columns : List<Column>
columnNum : int
rowNum : int
<<create>> Columns(columnNum : int,rowNum : int)
<<override>> get(index : int) : Column
<<override>> size() : int
get(column : int,row : int) : Field
getColumnNum() : int
getRowNum() : int
clearTable() : void
<<enumeration>>
IsTactoe::table::Signal
O
X
Empty
Field
signal : Signal
listeners : List<FieldChangeListener>
<<create>> Field(signal : Signal)
getSignal() : Signal
setSignal(signal : Signal)
addListener(toAdd : FieldChangeListener) : void
<<interface>>
FieldChangeListener
onSignalChanged(signal : Signal) : void
gamecontrol
Match
table : Table
players : HashMap<Player>
currentPlayer : Signal
tableObserver : ITableObserver
name : String
listeners : List<MatchListener>
<<create>> Match(name : String,columnNum : int,rowNum : int,player1 : String,player2 : String)
stepWithCurrentPlayer(column : int)
isGameOver() : Boolean
getTable() : Table
getPlayers() : List<Player>
getCurrentPlayer() : Player
getName() : String
addMatchListener(listener : MatchListener) : void
clear() : void
Player
name : String
signal : Signal
listeners : List<PlayerListener>
<<create>> Player(name : String,signal : Signal)
doCommand() : IPlayerCommand
getSignal() : Signal
getName() : String
paceSignal(columnIndex : int) : PlaceSignalPlayerCommand
doCmdHand(column : int) : IPlayerCommand
onPlayerTurn() : void
afterPlayerStepped() : void
addPlayerListener(listener : IPlayerListener)
PlaceSignalPlayerCommand
columnIndex : Integer
signal : Signal
<<create>> PlaceSignal(columnIndex : Integer,signal : Signal)
<<override>> execute(table : Table)
SignalContainer
signal : Signal
<<create>> SignalContainer(signal : Signal)
setSignal(signal : Signal) : void
getSignal() : Signal
<<interface>>
IPlayerCommand
execute(table : Table)
<<interface>>
IMatchFactory
create(name : String,columnNum : int,rowNum : int,player1 : String,player2 : String) : IMatch
MatchFactory
<<create>> MatchController()
<<override>> create(name : String,columnNum : int,rowNum : int,player1 : String,player2 : String) : Match
<<interface>>
ITableObserver
checkRows() : int
checkDiagonal() : int
isTableFull() : boolean
isColumnFull(column : int) : boolean
getMatchResult() : MatchResult
TableObserver
table : Table
matchResult : MatchResult
<<create>> TableObserver(table : Table)
<<override>> checkRows() : int
<<override>> checkDiagonal() : int
<<override>> isTableFull() : boolean
<<override>> isColumnFull(column : int) : boolean
<<override>> getMatchResult() : MatchResult
<<enumeration>>
MatchResult
Ongoing
X
O
Draw
<<interface>>
PlayerListener
onPlayerTurn() : void
afterPlayerStepped() : void
<<interface>>
MatchListener
onGameOver(player : Player) : void
onColumnFilled(column : int) : void
onColumnCleared(column : int) : void
applicationstates
<<interface>>
IApplicationState
getView() : View
onStateInitialize() : void
onStateDestroy() : void
ApplicationState
<<override>> onStateInitialize() : void
<<override>> onStateDestroy() : void
<<override>> getView() : View
InMainMenu
mainMenu : IMenu
<<create>> InMainMenu()
<<override>> getView() : View
getMainMenu() : IMenu
TicTacToe
match : Match
menuOption : IMenuOption
newGameOption : IMenuOption
<<create>> TicTacToe(match : Match)
<<override>> getView() : View
getMenuOption() : IMenuOption
getNewGameOption() : IMenuOption
getField() : int,j : int) : Field
getPlayers() : List<Player>
getColumnNum() : int
getRowNum() : int
getCurrentPlayer() : Player
throwWithCurrentPlayerAt(column : int) : void
fiseMatch() : void
addMatchListener(listener : MatchListener) : void
InInitializeGameMenu
columnNum : int
rowNum : int
initializeGameMenu : IMenu
player1 : String
player2 : String
matchName : String
<<create>> InInitializeGameMenu()
getInitializeGameMenu() : IMenu
<<override>> getView() : View
getPlayer1() : String
getPlayer2() : String
getMatchName() : String
getColumnNum() : int
getRowNum() : int
setPlayer1(player1 : String) : void
setPlayer2(player2 : String) : void
setMatchName(matchName : String) : void
setColumnNum(columnNum : int) : void
setRowNum(rowNum : int) : void
areInputsInvalid() : boolean
<<Singleton>>
ApplicationStateManager
instance : ApplicationStateManager
currentState : IApplicationState
getInstance() : ApplicationStateManager
<<create>> ApplicationStateManager()
getCurrentState() : IApplicationState
changeState(state : IApplicationState) : void
exceptions
FieldNumberOutOfRangeException
<<create>> FieldNumberOutOfRangeException()
<<create>> FieldNumberOutOfRangeException(message : String)
StringIsNotValidException
<<create>> StringIsNotValidException()
<<create>> StringIsNotValidException(message : String)
gamemenu
mainmenu
MainMenu
mainMenuOptions : List<IMenuOption>
<<create>> MainMenu()
<<override>> getOptions() : List<IMenuOption>
<<override>> doOption(index : int) : void
<<interface>>
IMenu
getOptions() : List<IMenuOption>
doOption(index : int) : void
initializegamemenu
InitializeGameMenu
gameMenuOptions : List<IMenuOption>
<<create>> InitializeGameMenu(gameMenu : IInitializeGameMenu)
<<override>> getOptions() : List<IMenuOption>
<<override>> doOption(index : int) : void
StartGameOption
<<create>> StartGameOption()
<<override>> doOption() : void
ExitGameOption
<<create>> ExitGameOption()
<<override>> doOption() : void
<<interface>>
IMenuOption
doOption() : void
getTitle() : String
StartOption
gameMenu : IInitializeGameMenu
matchFactory : IMatchFactory
<<create>> StartOption(gameMenu : IInitializeGameMenu)
<<override>> getOptions() : List<IMenuOption>
<<override>> doOption(index : int) : void
BackOption
<<create>> BackOption()
<<override>> getOptions() : List<IMenuOption>
<<override>> doOption(index : int) : void
tictactoemenu
TicTacToeMenuOption
<<create>> TicTacToeMenuOption()
<<override>> getOptions() : List<IMenuOption>
<<override>> doOption(index : int) : void
TicTacToeNewGameOption
<<create>> TicTacToeNewGameOption()
<<override>> getOptions() : List<IMenuOption>
<<override>> doOption(index : int) : void
ObjectCompositionUtils
matchFactory : IMatchFactory
mainMenuView : View
initializeGameMenuView : View
ticTacToeGameView : View
getDefaultMatchFactory() : IMatchFactory
getMainMenuView() : View
getInitializeGameMenuView() : View
getTicTacToeGameView() : View
views
<<Singleton>>
MainWindow
instance : MainWindow
main(args : String[]) : void
getInstance() : MainWindow
<<create>> MainWindow()
onViewChanged(view : View) : void
tictactoeview
ThrowButton
ThrowButton(actionListener : ActionListener)
onColumnFilled() : void
onColumnCleared() : void
PlayerPanel
<<create>> PlayerPanel(player : Player,isCurrent : boolean)
FieldButton
signalMap : HashMap<SignalString>
<<create>> FieldButton(field : Field)
MenuButton
<<create>> MenuButton(menuOption : IMenuOption)
<<override>> actionPerformed(e : ActionEvent) : void
ThrowListener
game : TicTacToe
column : int
<<create>> ThrowListener(game : TicTacToe,column : int)
<<override>> actionPerformed(e : ActionEvent) : void
TicTacToeGameView
throwButtons : List<ThrowButton>
<<override>> initialize(state : T) : void
<<override>> clear() : void
<<override>> getViewName() : String
<<create>> TicTacToeGameView()
initializegameview
InitializeGameView
topPanel : JPanel
bottomPanel : JPanel
textBoxFont : Font
labelFont : Font
<<override>> initialize(state : T) : void
<<override>> clear() : void
<<override>> getViewName() : String
<<create>> InitializeGameView()
View<T>
View()
View(layout : LayoutManager)
initialize(state : T) : void
clear() : void
getViewName() : String
JTextFieldListener
textField : JTextField
textFieldAction : Consumer<JTextField>
<<create>> JTextFieldListener(textField : JTextField,textFieldAction : Consumer<JTextField>)
checkInput() : void
<<override>> insertUpdate(e : DocumentEvent) : void
<<override>> removeUpdate(e : DocumentEvent) : void
<<override>> changedUpdate(e : DocumentEvent) : void
mainmenu
MainMenuView
<<override>> initialize(state : T) : void
<<override>> clear() : void
<<override>> getViewName() : String
<<create>> MainMenuView()