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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | Character | | #int hp  #int mp  #int armor  #int damage | | +int getHP() const  +void setHP()  +int getMP() const  +void setMP()  +int getArmor() const  +void setArmor()  +int getDamage() const  +void setDamage()  +bool HP\_isEmpty() const  +bool MP\_isUsable() const  +virtual void Attack(Character\* c) = 0  virtual void Skill(Character\* c) = 0 |  |  | | --- | | Thieves | | +Thieves()  +~Thieves()  +void Attack(Character\* enemies)  +void Skill(Character\* enemies) |  |  | | --- | | Warriors | | +Warriors()  +~Warriors()  +void Attack(Character\* enemies)  +void Skill(Character\* enemies) |  |  | | --- | | Wizards | | +Wizards()  +~Wizards()  +void Attack(Character\* enemies)  +void Skill(Character\* enemies) |  |  | | --- | | Enemies | | +Enemies()  +~Enemies()  +void Attack(Character\* enemies)  +void Skill(Character\* enemies) |  |  | | --- | | GameMain | | -int difficulty  -Character\* enemies  -Character\* main\_hero  -int Set\_Difficulty()  -int Set\_Job()  -int Set\_Menu() | | +GameMain()  +~GameMain()  +bool Error(const string& errorcode, const int size)  +void Menu()  +void Start() | |
| |  | | --- | | Shape | | -int shape  -Shape\* next | | #virtual void draw() = 0 | | +Shape(const int shape)  +virtual ~Shape()  +void paint()  +Shape\* add(Shape\* p)  +Shape\* getNext() const  +int getShape() const |  |  | | --- | | GraphicEditor | | -Shape\* startNode  -Shape\* peek  int size[4]  bool Error(const string& errorcode, const int size\_start, const int size\_end) | | +GraphicEditor()  +~GraphicEditor()  +int Menu()  +void Input()  +void Delete()  +void AllShow() const  void Statistic\_Information() |  |  | | --- | | Line | | #virtual void draw()  +Rect(const int size) : Shape(size)  +~Rect() |  |  | | --- | | Circle | | #virtual void draw()  +Rect(const int size) : Shape(size)  +~Rect() |  |  | | --- | | Rect | | #virtual void draw()  +Rect(const int size) : Shape(size)  +~Rect() | |