

UML of Map and Direction

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Map
<ul style="list-style-type: none">- friend class Direction- enemy: Enemy- hero: Hero- inventory: Item- rows: int- columns: int- Address **mapAddress
<ul style="list-style-type: none">+ setRows(int): void+ setColumns(int): void+ getEnemiesLeft(): int+ getRows(): int+ getColumns(): int+ Hero* getHero()+ getPosition(int[], int[]): void+ printMap(): void+ ableItem(): bool+ ableEnemy(): bool+ applyItem(): void+ attackEnemy(): void+ Map(int, int, int)+ Map(): default+ ~Map()

Direction
<ul style="list-style-type: none">- enum DIR- move: DIR- dir: string- rowPos: int- colPos: int
<ul style="list-style-type: none">+ setMove(string): void+ heroPosition(Map* map): void+ getMove(): DIR+ Direction(): default+ updateMove(string, Map*): void+ getColPos(): int+ getRowPos(): int