

co.edu.unbosque.view

```
InfoPokemon
(-) JLabel id_text, id_general_text;
(-) JLabel nombre_pokemon, id, id_general,
imagen_pokemon;
(-) JButton b_atras;
(-) JLabel tipo;
(-) JLabel categoria;
(-) JLabel habilidad;
(-) JLabel habilidad_text;
(-) JLabel debilidad;
(-) JLabel debilidad_text;
(-) JLabel peso;
(-) JLabel altura;
(-) JLabel habitad;
(-) JLabel color;
(-) JLabel peso_text;
(-) JLabel altura_text;
(-) JLabel tipo_text;
(-) JLabel categoria_text;
(-) JLabel habitad_text;
(-) JLabel color_text;
(-) ImageIcon imagen;
(-) String file_img;
```

```
InfoPokemon()
(+cambiar_01():void
(+quitar_01():void
(+JLabel getNombre_pokemon()
(+setNombre_pokemon():void
(+JLabel getid()
(+setid():void
(+JLabel getid_general()
(+setid_general():void
(+JLabel getid_text()
(+setid_text():void
(+JLabel getid_general_text()
(+setid_general_text():void
(+JButton getB_atras()
(+setB_atras():void
(+JLabel getImagen_pokemon()
(+JLabel getTipo()
(+setTipo():void
(+JLabel getCategoria()
(+setCategoria():void
(+JLabel getHabilidad()
(+setHabilidad():void
(+JLabel getHabilidad_text()
(+setHabilidad_text():void
(+JLabel getDebilidad()
(+setDebilidad():void
(+JLabel getDebilidad_text()
(+setDebilidad_text():void
(+JLabel getPeso()
(+setPeso():void
(+JLabel getAltura()
(+setAltura():void
(+JLabel getHabitad()
(+setHabitad():void
(+JLabel getColor()
(+setColor():void
(+JLabel getPeso_text()
(+setPeso_text():void
(+JLabel getAltura_text()
(+setAltura_text():void
(+JLabel getTipo_text()
(+setTipo_text():void
(+JLabel getCategoria_text()
(+setCategoria_text():void
(+JLabel getHabitad_text()
(+setHabitad_text():void
(+JLabel getColor_text()
(+setColor_text():void
(+setImagen_pokemon():void
(+setImagen():void
(+String getFile_img()
(+setFile_img():void
```

```
Botonera
(+JPanel caja1;
(+JPanel caja2;
(+JPanel caja3;
(+ArrayList<JButton> caja1poke;
(+ArrayList<JButton> caja2poke;
(+ArrayList<JButton> caja3poke;
(+int aux1;

(+Botonera()
(+agregar():void
(+JPanel getPanelBotones()
(+setPanelBotones():void
(+JPanel getCaja1()
(+setCaja1():void
(+JPanel getCaja2()
(+setCaja2():void
(+JPanel getCaja3()
(+setCaja3():void
(+int getAux()
(+setAux():void
(+ArrayList<JButton> getCaja1poke()
(+setCaja1poke():void
(+ArrayList<JButton> getCaja2poke()
(+setCaja2poke():void
(+ArrayList<JButton> getCaja3poke()
(+setCaja3poke():void
```

```
Pokemones_panel
(-) JLabel titulo, subtítulo.fondo_grid;
(-) JButton b_atras, b_atras_caja, b_siguiente_caja;
(-) InfoPokemon info_pokemon;
(-) Iniciales iniciales;
(-) Botonera caja;

(+Pokemones_panel()
(+JButton getB_atras_caja()
(+setB_atras_caja():void
(+JButton getB_siguiente_caja()
(+setB_siguiente_caja():void
(+JLabel getFondo_grid()
(+setFondo_grid():void
(+Botonera getCaja()
(+InfoPokemon getInfo_pokemon()
(+setInfo_pokemon():void
(+setCaja():void
(+JLabel getTitulo()
(+setTitulo():void
(+JButton getB_atras()
(+JLabel getSubtitulo()
(+setSubtitulo():void
(+setB_atras():void
```

```
VentanaPrincipal
(+JButton b_ingresar;
(+JButton b_salir;
(+JPanel menu;
(+JLabel fondo_menu, lugia, ho_oh;
(+Pokemones_panel panel_pokemones;
(+Iniciales iniciales;

(+VentanaPrincipal()
(+Iniciales getIniciales()
(+setIniciales():void
(+Pokemones_panel getPanel_pokemones()
(+setPanel_pokemones():void
(+JLabel getFondo_menu()
(+setFondo_menu():void
(+JButton getB_ingresar()
(+setB_ingresar():void
(+JLabel getLugia()
(+setLugia():void
(+JLabel getHo_oh()
(+setHo_oh():void
(+JPanel getMenu()
(+setMenu():void
(+JButton getB_salir()
(+setB_salir():void
```

```
JPane
(+mostrarInformacion():void
(+mostrarError():void
(+mostrarOk():void
(+int mostrarYoN(String mensaje)
(+void mostrarYes_Option():void
```

```
Ventana_general
(-) VentanaPrincipal v_principal;
(-) JPane jp;

(+Ventana_general()
(+JPane getJp()
(+setJp():void
(+VentanaPrincipal getV_principal()
(+setV_principal():void
```

```
Iniciales
(+JPanel bolsillo;
(+ArrayList<JButton> inicial;

(+Iniciales()
(+JPanel getBolsillo()
(+void setBolsillo(JPanel bolsillo)
(+ArrayList<JButton> getInicial()
(+void setInicial(ArrayList<JButton> inicial)
```

```
javax.swing.JOptionPane
```

```
JFrame
```

```
JPanel
```

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```
ActionListener
Controlador
(-)PokemonDAO dao;
(+int operacao = 0;
(+int local = 12345;
(+int aux11 = 1;
(-)Archivo archivo;
(-)Ventana_general vp;
```

```
Controlador
(+Controller()
(-)asignarOyentes():void
(+cargarBase():void
(+iniciar():void
(+repartirCajas():void
(+actionPerformed(ActionEvent e):void
```

```
ApiMain
(+Controlador
```

```
Runnable
```

```
Cliente
(-)int operacao = 0;
(-)Socket cliente;
(-) ArrayList<PokemonDTO> lista;
(-)PokemonDAO dao;
(-)int selec;
```

```
Cliente()
(+run():void
```

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```
PokemonDAO
(-)ArrayList<PokemonDTO> lista;
(-)ArrayList<PokemonDTO> pc;
(-)ArrayList<PokemonDTO> caja1;
(-)ArrayList<PokemonDTO> caja2;
(-)ArrayList<PokemonDTO> caja3;
(-)Archivo archivo

(+PokemonDAO()
(+guardar():void
(+guardarPc():void
(+PokemonDTO buscarNombre()
(+boolean eliminar()
(+boolean modificarMote()
(+String mostrarpokemones()
(+ArrayList<PokemonDTO> getCaja1()
(+setCaja1():void
(+ArrayList<PokemonDTO> getCaja2()
(+setCaja2():void
(+ArrayList<PokemonDTO> getCaja3()
(+setCaja3():void
(+ArrayList<PokemonDTO> getList()
(+setLista():void
(+ArrayList<PokemonDTO> getPc()
(+setPc():void
(+Archivo getArchivo()
(+setArchivo():void
```

```
PokemonDTO
(-)static final long serialVersionUID =
-2547628952586701287L;
(-)int id;
(-)String nombre;
(-)int id_general;
(-)String ps;
(-)String ataque;
(-)String defensa;
(-)String ataque_especial;
(-)String defensa_especial;
(-)String velocidad;
(-)String mote;
(-)String movimientos;
(-)int nivel;
```

```
PokemonDTO()
(+String toString()
(+int getid()
(+setid():void
(+String getNombre()
(+setNombre():void
(+int getid_general()
(+setid_general():void
(+String getTipo()
(+setTipo():void
(+setPs():void
(+String getAtaque()
(+setAtaque():void
(+String getDefensa()
(+setDefensa():void
(+String getAtaque_especial()
(+setAtaque_especial():void
(+String getDefensa_especial()
(+setDefensa_especial():void
(+String getVelocidad()
(+setVelocidad():void
(+String getMote()
(+setMote():void
(+String getMovimientos()
(+setMovimientos():void
(+String getNivel()
(+setNivel():void
```

```
Archivo
(-)ObjectInputStream entrada;
(-)ObjectOutputStream salida;
(-)File archivo = new File();

(+Archivo()
(+escribirEnArchivo():void
(+ArrayList<PokemonDTO> leerArchivo()
(+ObjectInputStream getEntrada()
(+setEntrada():void
(+ObjectOutputStream getSalida()
(+setSalida():void
(+File getArchivo()
(+setArchivo():void
```

```
Serializable
```