

## Camera

- AimAt(): void
- updateParams(FOV): void
- collide(): bool
- moveAlongPath(): void

## World

- time: int
- Simulate(): void
- timeOfDay(time): void
- computeLighting(): void

## The Game

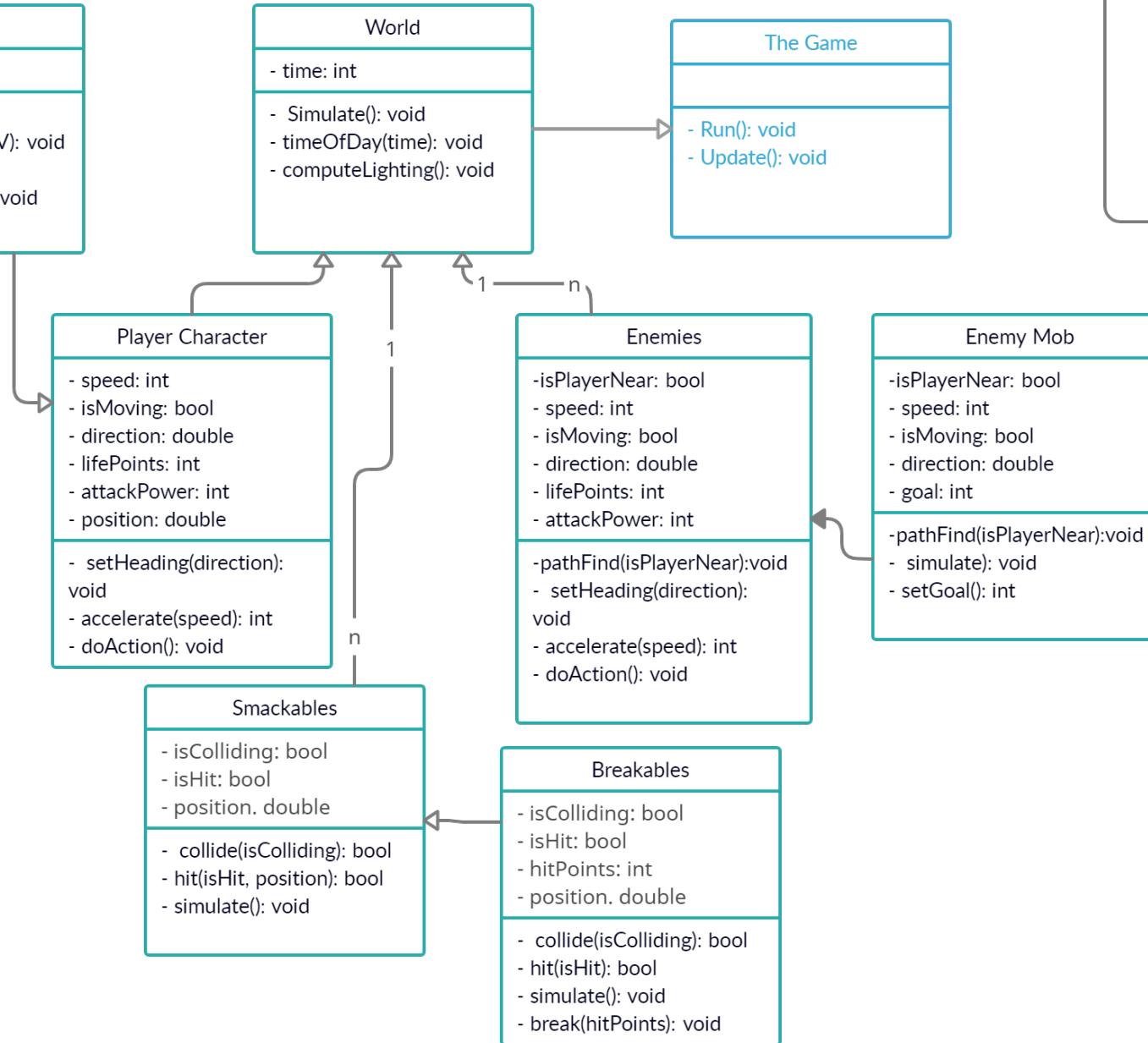
- Run(): void
- Update(): void

UML Diagrams Assignment

Introduction to Operating Systems

February 16th, 2021

Student: Zamora, Gabriel



Notation

→ Aggregation (has a)

→ Inheritance (Is a)