**哈尔滨工业大学（威海）**

**Java语言实验报告**

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| 课程名称 | Java程序设计 | 课程编号 | SE33601 |
| 实验名称 | 实验3：类的关联及其应用 | | |
| 实验类型 | 验证与编程 | 实验学时 | 2学时3 |

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# 1 实验目的、内容和要求

本次实验着重训练学生面向对象的灵活应用，体现在两个方面：类的水平关联关系和垂直关联关系。同时，继续训练利用UML设计后再进行编码的软件开发过程。因此本次实验的主要目的：

1. 训练UML中类的关系的表达
2. 掌握类中关联关系

# 2 实验内容

在下面图1中，你将看到一堆杂乱的类与接口，这是取自一个交互式的冒险游戏。你将看到代表游戏角色的类，以及武器行为的类。每个角色一次只能使用一个武器，但是可以在游戏的过程中换武器。

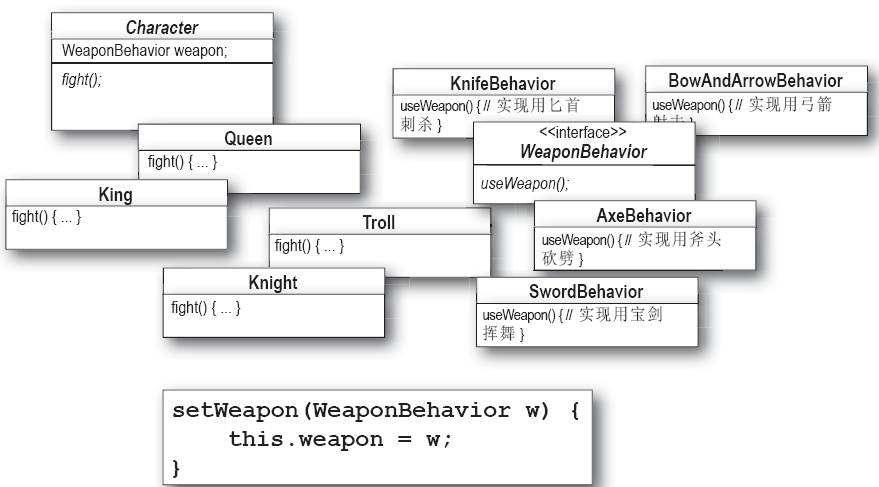


图1 某冒险游戏部分类

* 实验内容：参考讲义相关案例，对上述的杂乱的类与接口进行整理，形成完整的设计。要求利用StarUML工具绘制出整理完毕的类图。类图绘制过程中，需要把上图中的setWeapon()方法放到上图中某类中，从而实现武器运行时更换功能，不用画客户端。绘制时特别注意abstract class和interface的绘制。类图绘制如下：

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实验内容2根据绘制的类图，实现各个类，请编写代码。调通后，粘贴在下方相应位置

Character类的代码：

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| public abstract class Character {  private WeaponBehavior weapon = null;  public void setWeapon(WeaponBehavior weapon) {  this.weapon = weapon;  }  public WeaponBehavior getWeapon() {  return weapon;  }  public abstract void fight();  } |

King类的代码

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| public class King extends Character{  public void fight(){  System.out.println("fighting with King");  this.getWeapon().useWeapon();  }  public King(){  setWeapon(new SwordBehavior());  }  } |

Queen类的代码

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| --- |
| public class Queen extends Character{  public void fight(){  System.out.println("fighting with Queen");  this.getWeapon().useWeapon();  }  public Queen(){  setWeapon(new BowAndArrowBehavior());  }  } |

Knight类的代码

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| public class Knight extends Character{  public void fight(){  System.out.println("fighting with Knight");  this.getWeapon().useWeapon();  }  public Knight(){  setWeapon(new KnifeBehavior());  }  } |

Troll类的代码

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| public class Troll extends Character{  public void fight(){  System.out.println("fighting with Troll");  this.getWeapon().useWeapon();  }  public Troll(){  setWeapon(new AxeBehavior());  }  } |

WeaponBehavior接口的代码

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| public interface WeaponBehavior {  public abstract void useWeapon();  } |

KnifeBehavior类的代码

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| public class KnifeBehavior implements WeaponBehavior {  public void useWeapon(){  System.out.println("Use knife to fight");  }  } |

BowAndArrowBehavior类的代码

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| public class BowAndArrowBehavior implements WeaponBehavior {  public void useWeapon(){  System.out.println("Use bow and arrow to fight");  }  } |

AxeBehavior类的代码

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| --- |
| public class AxeBehavior implements WeaponBehavior {  public void useWeapon(){  System.out.println("Use axe to fight");  }  } |

SwordBehavior类的代码

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| --- |
| public class SwordBehavior implements WeaponBehavior{  public void useWeapon(){  System.out.println("Use sword to fight");  }  } |

测试类的代码：

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| package experiment3;  public class test {  public static void main(String[] args) {  // TODO Auto-generated method stub  Character character1 = new King();  character1.fight();  System.out.println("更换武器....");  character1.setWeapon(new AxeBehavior());  character1.fight();  System.out.println("=========");  Character character2 = new Knight();  character2.fight();  System.out.println("更换武器....");  character2.setWeapon(new BowandArrowBehavior());  character2.fight();  System.out.println("=========");  Character character3 = new Queen();  character3.fight();  System.out.println("更换武器....");  character3.setWeapon(new SwordBehavior());  character3.fight();  System.out.println("=========");  Character character4 = new Troll();  character4.fight();  System.out.println("更换武器....");  character4.setWeapon(new KnifeBehavior());  character4.fight();  System.out.println("=========");  }  } |

运行结果截图：

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