

Controller

f

room

RoomOfTheRooms

f

robotJim

RobotJim

f

operator

Operator

f

directions

HashMap<Integer, Character>

f

frame

JFrame

f

view

View

m

getRoom()

RoomOfTheRooms

m

getRobotJim()

RobotJim

m

getOperator()

Operator

m

getDirections()

HashMap<Integer, Character>

m

getFrame()

JFrame

m

getView()

View

m

setRoom(RoomOfTheRooms)

void

m

setRobotJim(RobotJim)

void

m

setOperator(Operator)

void

m

setDirections(HashMap<Integer, Character>)

void

m

setFrame(JFrame)

void

m

setView(View)

void

m

createDescriptionInView()

void

m

touchTheBorder()

boolean

m

executeCommandLine(String)

void

m

executeOneCommand(char)

void

m

changePosition()

void

m

crossTheBorder()

void

m

moveToStartingPoint()

void

m

checkIfAlive()

boolean

m

rotate(int)

void

m

reportPosition()

String

m

addToProgramL()

void

m

addToProgramF()

void

m

addToProgramR()

void

m

cleanOneFromProgram()

void

m

cleanAllFromProgram()

void

m

listWidthHeight()

String[]

m

setListPositionX()

void

m

setListPositionY()

void

m

listDirections()

String[]

m

executeProgram()

void

m

cleanOldResults()

void

m

createRoomFromInputData()

void

m

createRobotFromInputData()

void

m

reportPositionIfTheRobotSurvived()

void

m

getDirectionDescription(int)

String

m

getAndExecuteProgram()

void

m

showReportToTheUser()

void

C

Operator

m

modulo(int, int)

int

M

RoomOfTheRooms

f

operator

Operator

f

minX

int

f

maxX

int

f

minY

int

f

maxY

int

f

mode

int

m

getMinX()

int

m

getMaxX()

int

m

getMinY()

int

m

getMaxY()

int

m

getMode()

int

m

setMinX(int)

void

m

setMaxX(int)

void

m

setMinY(int)

void

m

setMaxY(int)

void

m

setMode(int)

void

RobotJim

f

operator

Operator

f

direction

int

f

position

Point

f

amountOfLives

int

f

justCrashed

boolean

m

getDirection()

int

m

getPosition()

Point

m

getAmountOfLives()

int

m

ifJustCrashed()

boolean

m

setDirection(int)

void

m

setPosition(Point)

void

m

setAmountOfLives(int)

void

m

setJustCrashed(boolean)

void

m

getX()

int

m

getY()

int

V

View