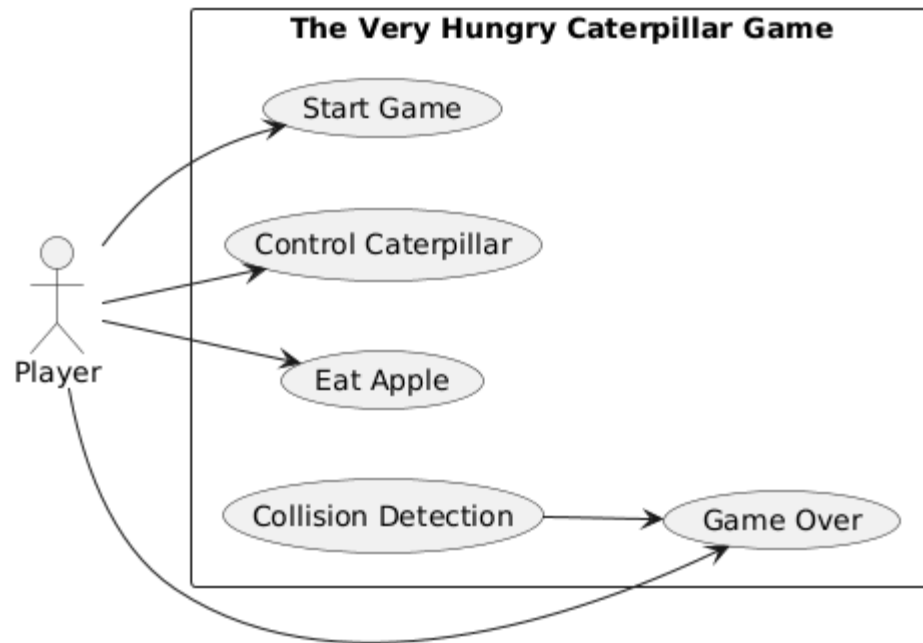The Very Hungry Caterpillar UML Diagrams

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CaterpillarGame

+main(args: String[ ]): void

JFrame

GameFrame

+GameFrame()

GamePanel

{static} SCREEN_WIDTH: int
{static} SCREEN_HEIGHT: int
{static} UNIT_SIZE: int
{static} GAME_UNITS: int
{static} DELAY: int
x: int[ ]
y: int[ ]
bodyParts: int
applesEaten: int
appleX: int
appleY: int
direction: char
running: boolean
timer: Timer
random: Random
resetButton: JButton

+GamePanel()
+startGame(): void
+paintComponent(g: Graphics): void
+draw(g: Graphics): void
+newApple(): void
+move(): void
+checkApple(): void
+checkCollisions(): void
+gameOver(g: Graphics): void
+actionPerformed(e: ActionEvent): void
+resetGame(): void

JPanel

ActionListener

KeyAdapter

GamePanel.MyKeyAdapter

+keyPressed (e: KeyEvent): void