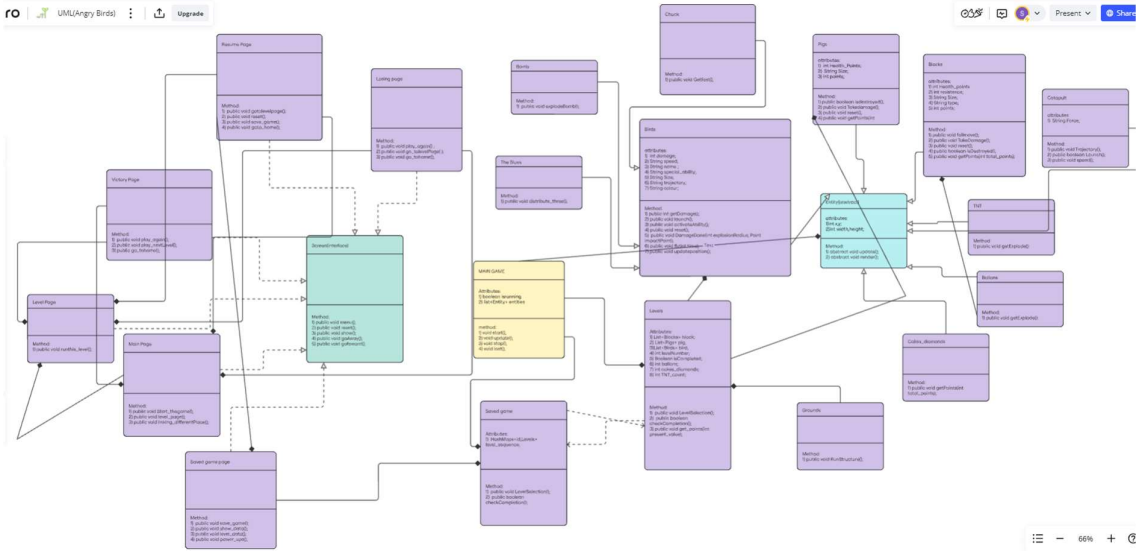
UML(Angry Birds)
Upgrade
Present
Share
Resume Page
Method
1) public void getLeveLpage();
2) public void resume();
3) public void save_game();
4) public void goto_home();
Loding page
Method
1) public void play_again();
2) public void go_tolevelPage();
3) public void go_toHome();
Bomb
Method
1) public void explodeBomb();
Chum
Method
1) public void GetSoul();
Pigs
attributes
1) int health_Points;
2) String Size;
3) int points;
Method
1) public boolean isdestroyed();
2) public void forceDamage();
3) public void reset();
4) public void getPoints();
Blocks
attributes
1) int health_points
2) int resistance;
3) String Size;
4) String type;
5) int points;
Method
1) public void fallenrest();
2) public void TakeDamage();
3) public void reset();
4) public boolean isDeathreach();
5) public void getPoints(int total_points);
Catapult
attributes
1) String Force;
Method
1) public void Trajectory();
2) public boolean Launch();
3) public void speed();
Victory Page
Method
1) public void play_again();
2) public void play_nextLevel();
3) public void go_tohome();
The Blues
Method
1) public void distribute_fitness();
Birds
attributes
1) int damage;
2) String speed;
3) String name;
4) boolean special_ability;
5) String Size;
6) String trajectory;
7) String color;
Method
1) boolean int getDamage();
2) public void touch();
3) public void activateAbility();
4) public void reset();
5) public void DamageSplash(int explosionRadius, Point explosionPoint);
6) public void fallenrest();
7) public void updatepositions();
EntityDynamics
attributes
1) int x,y;
2) int width,height;
Method
1) abstract void update();
2) abstract void render();
TNT
Method
1) public void getExplode()
Screen(Interface)
Method
1) public void menu();
2) public void save();
3) public void load();
4) public void gameover();
5) public void gotoNext();
Level Page
Method
1) public void runthis_level();
Main Page
Method
1) public void start_thegame();
2) public void level_page();
3) public void losing_differentPhase();
MAIN GAME
Attributes
1) boolean lanunning
2) int DeltaLv arrOfBird
method
1) void run();
2) void update();
3) void stop();
4) void setup();
Levels
Attributes
1) Lan-Boolean block;
2) Lan-Pigs= stg;
3) Lan =Blocks= blks;
4) int Bird_count;
5) Boolean isCompleted;
6) int balloing;
7) int curves_Obstacle;
8) int TNT_count;
Method
1) public void LevelSelection();
2) public boolean checkCompletion();
3) public void get_pigs();
4) public void get_pigs(int present_value);
Boltzare
Method
1) public void getExplode()
Colors_Obstacle
Method
1) public void getFromcolint total_points;
Saved game page
Method
1) public void save_game();
2) public void phase_check();
3) public void level_status();
4) public void power_ups();
Saved game
Attributes
1) HashMap<int,Levels> level_sequence;
Method
1) public void LevelSelection();
2) public boolean checkCompletion();
Grounds
Method
1) public void thrustbructure();
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