

MARMARA UNİVERSİTY

FACULTY OF ENGİNEERİNG

CSE363/CSE3063

Object-Oriented Software Desing

Final Class Diagram

Oğuzhan BÖLÜKBAŞ

150114022

The Differences Between First and Final Class Diagrams

1. I have changed my Game class which contains main method. printBoard() has removed and added to Board class. In additon, I removed keyPressed, keyReleased and ketTyped methods because of the fact that they requires GUI.
2. I have changed Structure class which is interface to Shape class which is another interface which has no method.
3. The another change is number that keeps coordinates. Before, I define one value for y coordinates and several values for x coordinates. After change, the Shape class only tooks startpoint of coordinates.
4. The variables described private data type in first draft diagrams, I have recognized this is not efficent. Thus, I described they like a protected or default variable types.
5. The biggest difference is changing Board class from a subclass of Shape to seperated class. It contains paddle, ball and bricks objects. The game is playing with calculations of changes in Board method. In additon to this, board object changes the variables of contained objects. With useful using of Board class, the game can be played easily for user and also computer.