**CS103 – Computer Programming**

**Semester Project – Spring 2014**

**JUMP n GO**

**Group Members:**

|  |  |  |
| --- | --- | --- |
| **S.No.** | **Roll No.** | **Name** |
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**UML Class Diagram:**

**class Base**

Functions:

virtual void load()=0;

virtual void existance(int, int, int)=0;

virtual void clear\_bitmaps(int)=0;

**class Background**

Data members:

BITMAP \*back[13];

Functions:

void load()

void existence(int x, int y, int n)

void clear\_bitmaps(int n)

**class Level\_3**

Data members:

BITMAP \*Omorehurdle;

Functions:

void load()

void existence(int x, int y, int n)

void clear\_bitmaps(int n)

**class Explosion**

Data members:

BITMAP \*explosion[5];

Functions:

void load()

void existence(int x, int y, int n)

void clear\_bitmaps(int n)

**class Level\_2**

Data members:

BITMAP \*Ahurdle[4];

Functions:

void load()

void existence(int x, int y, int n)

void clear\_bitmaps(int n)

**class Coin**

Data members:

BITMAP \*coin;

Functions:

void load()

void existence(int x, int y, int n)

void clear\_bitmaps(int n)

**class Level\_1**

Data members:

BITMAP \*hurdle;

Functions:

void load()

void existence(int x, int y, int n)

void clear\_bitmaps(int n)

**class Player**

Data members:

BITMAP \*player[9];

Functions:

void load()

void existence(int x, int y, int n)

void clear\_bitmaps(int n)