<<Java Class>> @Physics **⊕**Coin **O**Launcher **⊕** Sound **⊕**ImageLoader ⊕Egg **⊕**Cat (default package (default package a x: int x: int a x: int ©Launcher() Physics() o[€]ImageLoader() Sound() SgameoverSound():void v: int v: int Smain(String[]):void e°CollisionAtoB(EntityA,LinkedList<EntityB>):boolean Sloadlmage(String):BufferedImage y: int size: int speed: int e levelupSound():void CollisionBtoA(EntityB,LinkedList<EntityA>):boolean direction: String size: int side: String SCollisionAtoC(EntityA,LinkedList<EntityC>):boolean ShitSound():void image_left: BufferedImage image: BufferedImage r. Random image_right: BufferedImage &Egg(int,int,int,String,Game,Controller) Coin(int,int,int,String,Game,Controller) o tick():void @ tick():void o render(Graphics):void Cat(int,int,int,int,Game) o render(Graphics):void @ getX():int o tick():void @ getX():int ogetY():int o render(Graphics):void o getY():int o getBounds():Rectangle getBounds():Rectangle getX():int @ getY();int getBounds():Rectangle <<Java Class>> **@**Game (default package) background_y: int cat count: int e level2_x: int e level3_x: int e level4_x: int level5 x: int level_check: int width: int height: int oedge_width:int ospeed:int real_point: int point: int • LeftCoin count: int LeftCoin_hit: int RightCoin_count: int RightCoin hit: int runninα boolean shooting: boolean restart: boolean started boolean gameover: boolean thread: Thread bs: BufferStrategy o: Graphics background: BufferedImage elet_background: BufferedImage right_background: BufferedImage ego: BufferedImage left_cat: BufferedImage came right_cat: BufferedImage end_cat: BufferedImage chicken: BufferedImage[] coin: BufferedImage[] Game(String,int,int) ■ init():void ■ tick():void render():void kevPressed(KevEvent):void keyReleased(KeyEvent):void o getEggPic():BufferedImage getCatPic_R():BufferedImage
getCatPic_L():BufferedImage getChickenAnimation():Animation getCoinAnimation():Animation o run():void start():void stop():void -keyManager -display -Chicken 0..1 <Java Class> <<Java Class>> <<Java Class>> <<Java Class>> **⊙**KeyManager **⊕**Controller ODisplay @Chicken (default package) (default package) (default package) (default package) r: Random frame: JFrame «KeyManager(Game) canvas: Canvas y: int Controller(Game) @ keyPressed(KeyEvent):void size: int createCat(int):void o[©]Display(String,int,int) e keyReleased(KeyEvent):void velX: int o createLeftCoin(int):void getCanvas():Canvas velY: int o crèateRightCoin(int):void getFrame():JFragne Chicken(int,int,int,Game) o tick();void o render(Graphics):void o tick():void addEntity(EntityA):void render(Graphics):void removeEntity(EntityA):void setX(int):void addEntity(EntityB):void setY(int):void removeEntity(EntityB):void getX():int addEntity(EntityC):void getY():int removeEntity(EntityC):void setVelX(int):void getEntityA():LinkedList<EntityA; o setVelY(int):void e getBounds():Rectangle getEntityB():LinkedList<EntityB> getEntityC():LinkedList EntityC> Heeriga (#08'a1 /0...* +ec tento 0:1 +ec +eb / <<Java Class>> <<Java Interface>> <<Java Interface>> <<Java Interface>> **⊕**EntityA **⊕** EntityC **⊕** EntityB **⊕** Animation (default package) (default package) (default package) (default package) o tick():void o tick():void o tick():void speed int render(Graphics):void index: int o render(Graphics):void render(Graphics):void lastTime: long

getBounds():Rectangle

getX():int

o getY():int

ogetBounds():Rectangle

getX():int

@ getY():int

getBounds():Rectangle

getX():int

getY():int

timer: long rfames: BufferedImage[]

♠ tick():void getCurrentFrame():BufferedImage