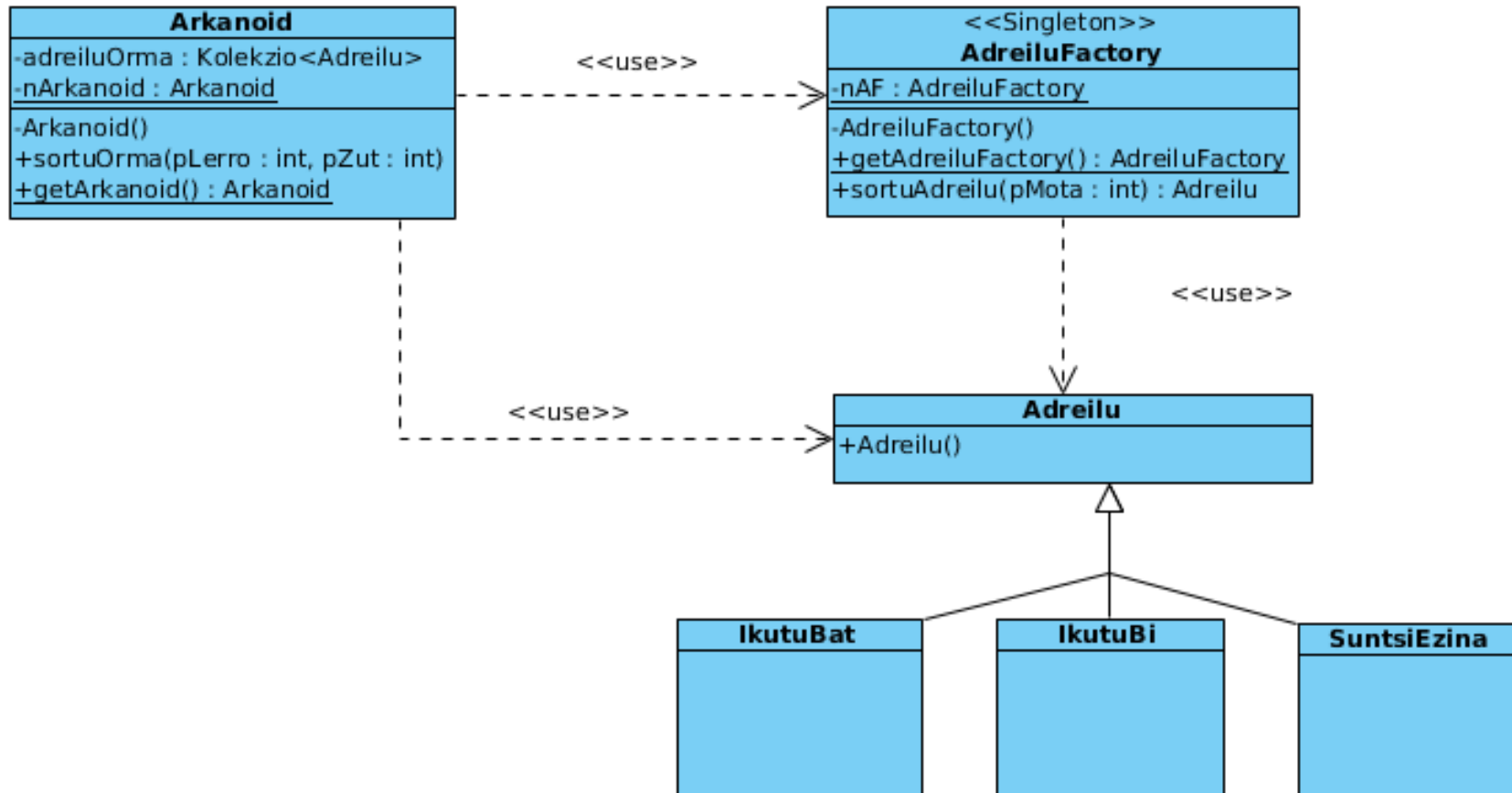


# KLASE DIAGRAMA



# KODEA

```
import java.util.Random;

public class Arkanoid {

    private Adreilu adreiluHorma[][];
    private static Arkanoid nArkanoid;

    private Arkanoid() {
        adreiluHorma = new Adreilu[5][5];
    }

    public void sortuHorma() {
        Random random = new Random();
        AdreiluFactory af = AdreiluFactory.getAdreiluFactory();
        int ikutuKop;
        for (int i=0; i<adreiluHorma.length; i++) {
            for(int j=0; j<adreiluHorma[i].length;j++) {
                ikutuKop = random.nextInt(3);
                System.out.print(ikutuKop + " ");
                adreiluHorma[i][j] = af.sortuAdreilu(ikutuKop);
            }
            System.out.println("\n");
        }

        public static Arkanoid getArkanoid() {
            if (nArkanoid == null) {
                nArkanoid = new Arkanoid();
            }
            return nArkanoid;
        }
    }
}
```

```
public class AdreiluFactory {

    private static AdreiluFactory nAF;

    private AdreiluFactory() {
    }

    public static AdreiluFactory getAdreiluFactory() {
        if (nAF == null) {
            nAF = new AdreiluFactory();
        }
        return nAF;
    }

    public Adreilu sortuAdreilu(int pMota) {
        switch(pMota) {
            case 0:
                return new SuntsiEzina();
            case 1:
                return new IkutuBat();
            case 2:
                return new IkutuBi();
            default:
                return new IkutuBi();
        }
    }
}
```

