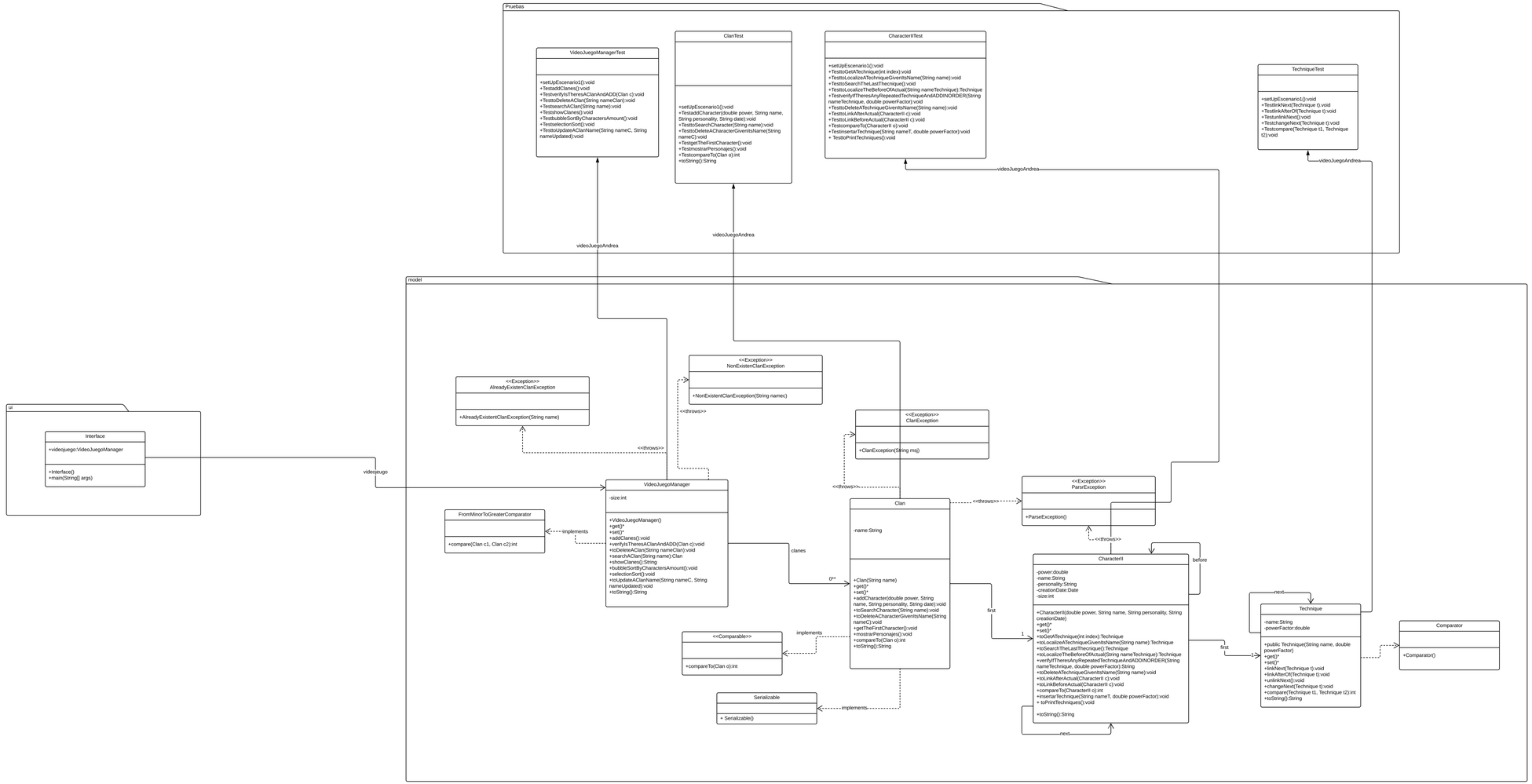
Pruebas
VideoJuegoManagerTest
+setUpEscenario1():void
+TestaddClanes():void
+TestverifyIsTheresAClanAndADD(Clan c):void
+TestToDeleteAClan(String nameClan):void
+TestsearchAClan(String name):void
+TestshowClanes():void
+TestbubbleSortByCharactersAmount():void
+TestselectionSort():void
+TestToUpdateAClanName(String nameC, String nameUpdated):void
ClanTest
+setUpEscenario1():void
+TestaddCharacter(double power, String name, String personality, String date):void
+TestoSearchCharacter(String name):void
+TestoDeleteaACharacterGiveNtsName(String nameC):void
+TestgetTheFirstCharacter():void
+TestmostrarPersonajes():void
+TescompareTo(Clan o):int
+toString():String
CharacterITest
+setUpEscenario1():void
+TestoGetATechnique(int index):void
+TestoLocalizeATechniqueGiveNtsName(String name):void
+TestoSearchTheLastThecnique():void
+TestoLocalizeTheBeforeOfActual(String nameTechnique):Technique
+TestverifyIfTheresAnyRepeatedTechniqueAndADDINORDER(String nameTechnique, double powerFactor):void
+TestoDeleteATechniqueGiveNtsName(String name):void
+TestoLinkAfterActual(CharacterII c):void
+TestoLinkBeforeActual(CharacterII c):void
+TestcompareTo(CharacterII o):void
+TestinsertarTechnique(String nameT, double powerFactor):void
+ TestoPrintTechniques():void
TechniqueTest
+setUpEscenario1():void
+TestlinkNext(Technique t):void
+TestlinkAfterOf(Technique t):void
+TestunlinkNext():void
+TestchangeNext(Technique t):void
+Testcompare(Technique t1, Technique t2):void
videoJuegoAndrea
videoJuegoAndrea
videoJuegoAndrea
videoJuegoAndrea
model
<<Exception>>
AlreadyExistenClanException
+AlreadyExistentClanException(String name)
<<Exception>>
NonExistenClanException
+NonExistentClanException(String namec)
<<throws>>
<<throws>>
<<Exception>>
ClanException
+ClanException(String msj)
<<throws>>
ui
Interface
+videojuego:VideoJuegoManager
+Interface()
+main(String[] args)
videoeuego
VideoJuegoManager
-size:int
+VideoJuegoManager()
+get()*
+set()*
+addClanes():void
+verifyIsTheresAClanAndADD(Clan c):void
+toDeleteAClan(String nameClan):void
+searchAClan(String name):Clan
+showClanes():String
+bubbleSortByCharactersAmount():void
+selectionSort():void
+toUpdateAClanName(String nameC, String nameUpdated):void
+toString():String
FromMinorToGreaterComparator
+compare(Clan c1, Clan c2):int
implements
clanes
0**
Clan
-name:String
+Clan(String name)
+get()*
+set()*
+addCharacter(double power, String name, String personality, String date):void
+toSearchCharacter(String name):void
+toDeleteACharacterGiveNtsName(String nameC):void
+getTheFirstCharacter():void
+mostrarPersonajes():void
+compareTo(Clan o):int
+toString():String
<<throws>>
<<Exception>>
ParseException
+ParseException()
<<throws>>
CharacterII
-power:double
-name:String
-personality:String
-creationDate:Date
-size:int
+CharacterII(double power, String name, String personality, String creationDate)
+get()*
+set()*
+toGetATechnique(int index):Technique
+toLocalizeATechniqueGiveNtsName(String name):Technique
+toSearchTheLastThecnique():Technique
+toLocalizeTheBeforeOfActual(String nameTechnique):Technique
+verifyIfTheresAnyRepeatedTechniqueAndADDINORDER(String nameTechnique, double powerFactor):String
+toDeleteATechniqueGiveNtsName(String name):void
+toLinkAfterActual(CharacterII c):void
+toLinkBeforeActual(CharacterII c):void
+compareTo(CharacterII o):int
+insertarTechnique(String nameT, double powerFactor):void
+ toPrintTechniques():void
+toString():String
before
next
first
1
first
1
next
Technique
-name:String
-powerFactor:double
+public Technique(String name, double powerFactor)
+get()*
+set()*
+linkNext(Technique t):void
+linkAfterOf(Technique t):void
+unlinkNext():void
+changeNext(Technique t):void
+compare(Technique t1, Technique t2):int
+toString():String
Comparator
+Comparator()
<<Comparable>>
+compareTo(Clan o):int
implements
Serializable
+ Serializable()
implements